NEW HOYLE,

OR THE

GENERAL REPOSITORY OF

GAMES;

CONTAINING

RULES AND INSTRUCTIONS

FOR PLAYING

WHIST,	FARO,	ROUGE ET
CRIBBAGE,	HAZARD,	NOIR,
PIQUET,	QUADRILLE,	TENNIS,
QUINZE,	CRICKET,	LANSQUENET,
GOFF,	CHESS,	BACKGAMMON,
DRAUGHTS,	MATRIMONY,	&c. &c. &c.

With their LAWS, as eſtabliſhed at

BROOKES's, WHITE's, D'AUBIGNY's, SCAVOIR VIVRE, MILES's, PAYNE's, PHILLIPS's, THE JOCKEY CLUB,

And every other SUBSCRIPTION HOUSE.

From the Manuſcript of the late

CHARLES PIGOTT, Esq.

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PREFACE.

THE general eſteem in which Mr. Hoyle's Games have long been held, may, perhaps, influence many to conſider the preſent volume as unneceſſary; the Editor, therefore, thinks it his duty to point out the ſuperior advantages of this publication.

Though Mr. Hoyle's treatiſes are invariably recurred to for information, it will be readily admitted they are too prolix, and oftener perplex than inform; the frequent repetitions alſo with which they abound render their peruſal tireſome; neither are his calculations always correct.

In this production, theſe defects are removed, every valuable particular from Mr. Hoyle is here concentrated, to which are added, Rules and Inſtructions for playing the games of Faro, Cribbage, Rouge et Noir, and Matrimony. The whole forming the completeſt collection of games ever publiſhed, and in price cheaper than Mr. Hoyle's Games.

It is neceſſary to add, that the alterations and arrangements were made by the late Charles Pigott, Eſq.

THE EDITOR.

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NEW

NEW HOYLE, &c.

THE GAME OF WHIST.

THE game of whiſt is played by four perſons, with fifty-two cards; the partners are ſettled by cutting the cards, and the two higheſt play againſt the two loweſt. The perſon cutting the loweſt (which is an ace in cutting) is entitled to deal.

Each perſon has a right to ſhuffle the cards before the deal, and the elder hand ought to ſhuffle them laſt, excepting the dealer.

The deal is made by having the pack cut by the right-hand adverſary, and the dealer is to diſtribute the cards, one at a time, to each of the players, beginning with the left-hand adverſary, till he comes to the laſt card, which he turns up, being the trump, and leaves it on the table till the firſt trick is played.

No

No one, before his partner plays, may inform him that he has, or has not, won the trick; even the attempt to take up a trick, though won before the laſt partner has played, is deemed very improper. No intimations of any kind, during the play of the cards, between partners, are to be admitted. The miſtake of one party is the game of the adverſary: however, there is one exception to this rule, which is in caſe of a revoke; if a perſon happens not to follow ſuit, or trump a ſuit, the partner is indulged to make inquiry of him, whether he is ſure he has none of that ſuit in his hand: this indulgence muſt have ariſen from the ſevere penalties annexed to revoking, which affect the partners equally, and it is now univerſally admitted.

The perſon on the dealer's left-hand is called the elder hand, and plays firſt; and whoever wins the trick becomes elder hand, and plays again; and ſo on, till all the cards are played out. The tricks belonging to each party ſhould be turned and collected by the reſpective partner of whoever wins the firſt trick in every hand. The ace, king, queen, and knave of trumps, are called honours; and when either of the parties has in his own hand, or between himſelf and his partner, three honours, they count two points towards the game; and in caſe they ſhould have the four honours, they count four points.

Ex-

Explanatory Table of the Terms uſed in playing.

Fineſſing, is endeavouring to gain an advantage, thus: if you have the beſt and third beſt card of the ſuit led, you put on the third beſt, riſking your adverſary's having the ſecond beſt; and if he has not, which is two to one againſt him, you are certain of gaining a trick.

Forcing, is playing the ſuit of which your partner or adverſary has not any, and which he muſt trump, to win.

Long trump, is poſſeſſing all the remaining trumps in one hand.

Looſe card, is a card of no value, and conſequently the moſt proper to throw away.

Points, theſe are gained by honours and tricks—and ten conſtitute the game.

Quart, is four ſucceſſive cards in any ſuit. Ace, king, queen, and knave, conſtitute a *quart-major*.

Quint, is in principle, like a *quart*, but formed of five cards.

See-ſaw, is, when each partner trumps a ſuit, and they play thoſe ſuits to each other, for that purpoſe.

Score, is the number of points ſet up.

Slam, is, when either party win every trick.

Ten-ace, is poſſeſſing the firſt and third beſt cards, and, being laſt player, the adverſary muſt loſe the laſt trick, whatever card of the ſuit may be played, as thus: if the player who has ace and queen of any ſuit, and his adverſary leads that ſuit, he muſt win two tricks, by having the beſt and third beſt of the ſuit played, and being laſt player.

Terce, is upon the principle of a *quart*, but conſiſting of only three cards.

Artificial Memory.

As the great art of playing this game well depends on recollecting the cards that have been played, and thoſe remaining in hand, we ſhall here inſert what Mr. HOYLE has called an *artificial memory*.

Let the player place the trumps to the left of all the other ſuits in his hand, his beſt or ſtrongeſt ſuit next, his ſecond beſt next, and his weakeſt laſt on the right-hand.

If, in the courſe of play, he finds he has the beſt card remaining of any ſuit, he ſhould place it to the right of them, as it muſt certainly win a trick, after all the trumps are played.

When he finds he is poſſeſſed of the ſecond beſt card of any ſuit to remember, let him place it on the right-hand of that card he has already to remember as the beſt card remaining.

If

If he has the third beſt card of any ſuit, he ſhould place a ſmall card of that ſuit between the ſecond beſt card and his third beſt.

In order to remember his partner's firſt lead, he ſhould place a ſmall card of the ſuit led, entirely to the left of the trumps or trump, in caſe he has but one.

When he deals, let him put the trump turned up to the left of all his trumps; and as it is a kind of rule, he ſhould keep this trump as long as he is able, it will be more out of the way, and eaſier for him to recollect.

How to diſcover a Revoke.

As a revoke is of material conſequence in the game, a ſtrict obſervance of the following rules will enable the player to diſcover when, and in what ſuit an adverſary revokes.

The player ſhould ſeparate four of his tricks from the remainder, remembering the firſt of thoſe four tricks to ſtand for clubs, the ſecond for diamonds, the third for hearts, and the laſt for ſpades. In caſe he ſuſpects the revoke to have been made in ſpades, ſeparate the fourth trick a ſmall diſtance from the other three; if in hearts, ſeparate the third and fourth from the firſt and ſecond, and in like manner the reſt. From theſe tricks, the player will receive aſſiſtance, as it were, alphabetically; ſuppoſing the firſt trick to ſtand for the letter *A*, ſo clubs beginning with *C*,

they ſhould be neareſt to the firſt letter of the alphabet; diamonds beginning with *D* ſhould ſtand next; hearts and ſpades then come in turn; by which means he may very eaſily recollect the ſuit in which he thinks the revoke has been made. And by removing theſe towards the adverſary he ſuſpects of having revoked, he will probably remember in which trick the revoke took place.

LAWS *of the* GAME *of* WHIST *as played at* BROOKES'S, *and every other Subſcription Club.*

Of Dealing.

IF a card is turned up in dealing, it is in the option of the adverſe party to call a new deal; but if either of them have been the cauſe of turning up ſuch card, in that caſe the dealer has his option.

If a card is faced in the deal, they muſt deal again, unleſs it is the laſt card.

Every perſon ought to ſee that he has 13 cards dealt; therefore, if any one ſhould happen to have only 12, and does not find it out till ſeveral tricks are played, and that the reſt of the players have their right number, the deal ſtands good; and alſo the perſon who plays with 12 cards, is to be puniſhed for each revoke, in caſe he has made any; but

if

if any of the reſt of the players ſhould happen to have 14 cards, in that caſe the deal is loſt.

The dealer ought to leave in view upon the table his trump card, till it is his turn to play; and after he has mixed it with his other cards, nobody is intitled to demand what card is turned up, but may aſk what is trumps; this conſequence attends ſuch a law, that the dealer cannot name a wrong card, which otherwiſe he might have done.

None of the players ought to take up or look at their cards, while any perſon is dealing; and if the dealer ſhould happen to miſs deal, in that caſe he ſhall deal again, unleſs it ariſes from his partner's fault, and if a card is turned up in dealing, no new deal ſhall be called, unleſs the partner has been the cauſe of it.

A deals, and inſtead of turning up the trump, he puts the trump card upon the reſt of his cards, with the face downwards; he is to loſe his deal.

Of playing out of turn.

If any perſon plays out of his turn, it is in the option of either of his adverſaries to call the card played, at any time in that deal, provided it does not make him revoke; or if either of the adverſe parties is to lead, he may deſire his partner to name the ſuit he chuſes

to

to have him lead; and when a ſuit is then named, his partner muſt play it if he has it.

A and *B* are partners againſt *C* and *D*; *A* plays the ten of a ſuit, the adverſary *C* plays the knave of the ſame ſuit, *B* plays a ſmall card of the ſame ſuit; but before *D* plays, his partner *C* leads a thirteenth or ſome other card; the penalty ſhall be in the option of *A*, or *B*, to oblige *D* to win the trick if he can.

A and *B* are partners againſt *C* and *D*; *A* leads a Club, his partner *B* plays before the adverſary *C*; in this caſe *D* has a right to play before his partner *C*, becauſe *B* played out of his turn.

If the ace, or any other card of a ſuit is led, and it ſhould ſo happen that the laſt player plays out of his turn, whether his partner has any of the ſuit led or not, provided you do not make him revoke, he is neither intitled to trump it, nor to win the trick.

Of Revoking.

If a revoke happens to be made, the adverſaries may add 3 to their ſcore, or take 3 tricks from the revoking party, or take down 3 from their ſcore; and the revoking party, provided they are up, notwithſtanding the penalty, muſt remain at nine: the revoke takes place of any other ſcore of the game.

If any perſon revokes, and before the cards are turned diſcovers it, the adverſe party may call

call the higheſt or loweſt card of the ſuit led, or have their option to call the card then played, at any time when it does not cauſe a revoke.

No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner, have played again.

If any perſon claims a revoke, the adverſe party are not to mix their cards, upon forfeiture of the revoke.

No revoke can be claimed after the cards are cut for a new deal.

Of calling Honours.

If any perſon calls at any point of the game, except 8, either of the adverſe parties may call a new deal; and they are at liberty to conſult each other, whether they will have a new deal.

After the trump card is turned up, no perſon muſt remind his partner to call, on penalty of loſing a point.

If the trump card is turned up, no honours in the preceding deal can be ſet up, unleſs they were before claimed.

If any perſon calls at the point of 8, and his partner anſwers, and both the oppoſite parties have thrown down their cards, and it appears that the other ſide had not two by honours; in this caſe they may conſult with one

one another about it, and are at liberty to ſtand the deal or not.

And if any perſon anſwers when he has not an honour, the adverſe party may conſult one another about it, and are at liberty to ſtand the deal or not.

If any perſon calls at 8, after he has played, it ſhall be in the option of the adverſaries to call a new deal.

Of ſeparating and ſhewing the Cards.

If any perſon ſeparates a card from the reſt, the adverſe party may call it, provided he names it, and proves the ſeparation; but in caſe he calls a wrong card, he or his partner are liable for once to have the higheſt or loweſt card called in any ſuit led during the deal.

If any perſon throws his cards upon the table, with their faces upwards, upon ſuppoſition that he has loſt the game, the adverſaries have it in their power to call any of the cards when they think proper, provided they do not make the party revoke, and he is not to take up his cards again.

If any perſon is ſure of winning every trick in his hand, he may ſhew his cards upon the table; but he is then liable to have all his cards called.

Of

Of omitting to play to a Trick.

A and *B* are partners againſt *C* and *D*; *A* leads a club, *C* plays the ace of clubs, *B* plays a club, and *D*, partner to *C*, takes up the trick without playing any card; *A*, and the reſt of the players, play on, till it appears *D* has one card more than the reſt; penalty to be, in the option of the adverſaries to call a new deal.

Reſpecting who played any particular Card.

Each perſon, in playing, ought to lay his card before him; after he has done ſo, if either of the adverſe parties mix their card with his, his partner is entitled to direct each perſon to lay his card before him; but not to inquire who played any particular card.

Mr. HOYLE'S *ſhort Rules for Learners.*

ALWAYS lead from your ſtrong ſuit.

Lead through an honour when you have a good hand.

Lead through the ſtrong ſuit and up to the weak.

Lead a trump if 4 or 5, and you have a good hand.

Sequences are eligible leads, and begin with the higheſt.

Follow your partner's lead, not your adverſary's.

Do not lead from ace, queen.

Avoid leading an ace unleſs you have the king.

Never lead a thirteenth card unleſs trumps are out,

Nor trump a thirteenth card, except laſt player.

Play your beſt card third hand.

When in doubt, win the trick.

When you lead ſmall trumps, begin with the higheſt.

Do not trump out, when your partner is likely to trump a ſuit.

If you hold only ſmall trumps, make them when you can.

Make your tricks early, and be careful of fineſſing.

Be ſure to make the odd trick when in your power.

Never force your adverſary with your beſt card, unleſs you have the next beſt.

If only one card of any ſuit, and but two or three ſmall trumps, lead the ſingle card.

Always keep a commanding card to bring in your ſtrong ſuit.

In your partner's lead, endeavour to keep the command in his hand.

Keep the card you turn up as long as you conveniently can.

If

If your antagoniſts are 8, and you have no honour, play your beſt trump.

Always conſider your ſcore, and play your hand accordingly.

Particular Rules to be obſerved in Playing, from Mr. HOYLE.

IF you have ace, king, and four ſmall trumps, with a good ſuit, you muſt play three rounds of trumps, otherwiſe you may have your ſtrong ſuit trumped.

If you have king, queen, and four ſmall trumps, with a good ſuit, trump out with the king, becauſe when you have the lead again, you will have three rounds of trumps.

If you have king, queen, ten, and three ſmall trumps, with a good ſuit, trump out with the king, in expectation of the knave's falling at the ſecond round; and do not wait to fineſſe the ten, for fear your ſtrong ſuit ſhould be trumped.

If you have queen, knave, and three ſmall trumps, with a good ſuit, trump out with a ſmall one.

If you have the queen, knave, nine, and two ſmall trumps, with a good ſuit, trump out with the queen, in expectation of the ten's falling at the ſecond round; and do not wait to fineſſe the nine, but trump out a ſecond

If you have knave, ten, and three ſmall trumps, with a good ſuit, trump out with a ſmall one.

If you have knave, ten, eight, and two ſmall trumps, with a good ſuit, trump out with the knave, in expectation of the nine's falling at the ſecond round.

If you have ten, nine, eight, and one ſmall trump, with a good ſuit, trump out with the ten.

Mr. PAYNE's *Maxims for* WHIST.

LEADER.

1. Begin with the ſuit of which you have moſt in number. For when the trumps are out, you will probably make ſeveral tricks in it.

2. If you hold equal numbers in different ſuits, begin with the ſtrongeſt.—Becauſe it is the leaſt liable to injure your partner.

3. Sequences are always eligible leads;—becauſe they ſupport your partner's hand, without injuring your own.

4. Lead from a king or queen, rather than from an ace;—for ſince the adverſaries will lead from thoſe ſuits which you do not, your ace will do them moſt harm.

5. Lead

5. Lead from a king rather than from a queen, and from a queen rather than a knave;—for the ſtronger the ſuit, the leſs is your partner endangered.

6. Lead not from the ace queen, or ace knave, till it becomes neceſſary;—for if that ſuit is lead by the adverſaries, you have a good chance of making two tricks in it.

7. In all ſequences to a queen, knave, or ten, begin with the higheſt;—becauſe it will frequently diſtreſs your left-hand adverſary.

8. Having ace, king, and knave, lead the king,—for if ſtrong in trumps, you may wait the return of that ſuit, and fineſſe the knave.

9. Having ace, king, and one ſmall card, lead the ſmall one,—for by this lead your partner has a chance to make the knave.

10. Having ace, king, and two or three ſmall cards, play ace and king if weak in trumps, but a ſmall card if ſtrong in them;—for when ſtrong in trumps, you may give your partner the chance of making the firſt trick.

11. Having king, queen, and one ſmall card, play the ſmall one,—for your partner has an equal chance to win the trick; and you need not fear to make king or queen.

12. Having king, queen, and two or three ſmall cards, lead a ſmall card if ſtrong in trumps, and the king if weak in them;—

for ſtrength in trumps entitles you to play a backward game, and to give your partner the chance of winning the firſt trick; but if weak in trumps, it is neceſſary to ſecure a trick in that ſuit, by leading the king or queen.

13. Having an ace with four ſmall cards, and no other good ſuit; play a ſmall card if ſtrong in trumps, and the ace if weak;—for ſtrength in trumps may enable you to make one or two of the ſmall cards although your partner ſhould not be able to ſupport the lead.

14. Having king, knave, and ten, lead the ten;—for if your partner holds the ace, you have a good chance of making three tricks, whether he paſſes the ten or not.

15. Having king, queen, and ten, lead the king;—for if it falls, upon the return of that ſuit from your partner, by putting on the ten you have a chance of making two tricks.

16. Having queen, knave, and nine, lead the queen;—for upon the return of that ſuit from your partner, by putting on the nine you will probably make the knave.

SECOND HAND.

1. Having ace, king, and ſmall ones, play a ſmall card if ſtrong in trumps, but the king if weak in them;—for otherwiſe your

your ace or king might be trumped in the latter caſe, and no hazards ſhould be run with few trumps but in critical caſes.

2. Having ace, queen, and ſmall cards, play a ſmall one;—for upon the return of that ſuit you will probably make two tricks.

3. Having ace, knave, and ſmall cards, play a ſmall one:—for upon the return of that ſuit you will probably make two tricks.

4. Having ace, ten, or nine, with ſmall cards, play a ſmall one;—for by this method, you have a chance of making two tricks in the ſuit.

5. Having king, queen, ten, and ſmall cards, play the queen;—for by playing the ten upon the return of the ſuit, you will probably make two tricks in it.

6. Having king, queen, and ſmall cards, play a ſmall card if ſtrong in trumps, but the queen if weak in them;—for ſtrength in trumps warrants playing a backward game, and it is always advantageous to keep back your adverſaries ſuit.

7. If you hold a ſequence to your higheſt card in the ſuit, play the loweſt of it;—for by this means your partner is informed of your ſtrength in that ſuit.

8. Having queen, knave, and ſmall ones, play the knave;—becauſe you will in great probability ſecure a trick in that ſuit.

9. Having queen, ten, and ſmall ones, play a ſmall one;—for your partner has an equal chance to win the trick.

10. Having either ace, king, queen or, knave, with ſmall cards, play a ſmall one;—for your partner has an equal chance to win the trick.

11. Having either ace, king, queen, or knave, with one ſmall card only, play the ſmall one;—for otherwiſe the adverſary will fineſſe upon you in that ſuit.

12. If a queen is led, and you hold the king, put it on;—for if your partner holds the ace, you do no harm; and if the king is taken, the adverſaries have played two honours to one.

13. If a knave is led, and you hold the queen, put it on;—for at the worſt you bring down two honours for one.

14. If a king is led, and you hold ace, knave, and ſmall ones, play the ace;—for it cannot do the adverſaries a greater injury.

THIRD HAND.

1. Having ace and king, play the ace, and return the king;—becauſe you are not to keep the command of your partner's ſtrong ſuit.

2. Having ace and queen, play the ace, and return the queen;—for although it may prove

prove better in ſome caſes to put on the queen, yet in general your partner is beſt ſupported by the method above.

3. Having ace and knave, play the ace, and return the knave;—the knave is returned in order to ſtrengthen your partner's hand.

4. Having king and knave, play the king; and if it wins return the knave:—becauſe it will ſtrengthen your partner's hand.

5. Always put on the beſt when your partner leads a ſmall card;—becauſe it beſt ſupports your partner's hand.

6. If you hold the ace and one ſmall card only, and your partner leads the king; put on the ace and return the ſmall one;—for otherwiſe your ace will be an obſtruction to his ſuit.

7. If you hold the king and one ſmall card only, and your partner leads the ace; if the trumps are out it is good play to put on the king;—for by putting on the king, there is no obſtruction to the ſuit.

FOURTH HAND.

1. If a king is led, and you hold ace, knave, and a ſmall card, play the ſmall one;—for ſuppoſing the queen to follow, you will probably make both ace and knave.

2. When the third hand is weak in his partner's lead, you may often return that ſuit

ſuit to great advantage; but this rule muſt not be applied to trumps, unleſs you are very ſtrong indeed.

Caſes in which you ſhould return your Partner's Lead immediately.

1. When you win with the ace, and can return an honour;—for then it will greatly ſtrengthen his hand.

2. When he leads a trump.—In which caſe return the beſt remaining in your hand (unleſs you hold four originally): an exception to this ariſes if the lead is through an honour.

3. When your partner has trumped out;—for then it is evident he wants to make his great ſuit.

4. When you have no good card in any other ſuit;—for then you are entirely dependent on your partner.

Caſes in which you ſhould not return your Partner's Lead immediately.

1. If you win with the king, queen, or knave, and have only ſmall cards remaining;—for the return of a ſmall card will more diſtreſs than ſtrengthen your partner.

2. If you hold a good ſequence;—for then you may ſhew a ſtrong ſuit, and not injure his hand.

3. If

3. If you have a ſtrong ſuit;—becauſe leading from a ſtrong ſuit is a direction to your partner, and cannot injure him.

4. If you have a good hand;—for in this caſe you have a right to conſult your own hand, and not your partner's.

5. If you hold five trumps;—for then you are warranted to play trumps if you think it right.

Of Leading Trumps.

1. Lead trumps from a ſtrong hand, but never from a weak one:—by which means you will ſecure your good cards from being trumped.

2. Trump not out with a bad hand, although you hold five ſmall trumps;—for ſince your cards are bad, it is only trumping for the adverſaries good ones.

3. Having ace, king, knave, and three ſmall trumps, play ace and king;—for the probability of the queen's falling is in your favour.

4. Having ace, king, knave, and one or two ſmall trumps, play the king; and wait the return from your partner to put on the knave:—this method is in order to win the queen, but if you have particular reaſons to wiſh the trumps out, play two rounds of trumps, and then your ſtrong ſuit.

5. Having

5. Having ace, king, and two or three ſmall trumps, lead a ſmall one:—this method is with a view to let your partner win the firſt trick; but if you have good reaſon for getting out the trumps, play three rounds, or play ace and king, and then your ſtrong ſuit.

6. If your adverſaries are eight, and you hold no honour, throw off your beſt trump:—for if your partner has not two honours you have loſt the game, and if he holds two honours it is moſt advantageous for you to lead a trump.

7. Having ace, queen, knave, and ſmall trumps, play the knave; — for by this means only the king can make againſt you.

8. Having ace, queen, ten, and one or two ſmall trumps, lead a ſmall one,—for it will give your partner a chance to win the trick, and keep the command in your own hand.

9. Having king, queen, ten, and ſmall trumps, lead the king:—for if the king is loſt, upon the return of trumps you may fineſſe the ten.

10. Having king, knave, ten, and ſmall ones, lead the knave;—becauſe it will prevent the adverſaries from making a ſmall trump.

11. Having queen, knave, nine, and ſmall trumps, lead the queen;—for if your partner

ner holds the ace, you have a good chance of making the whole ſuit.

12. Having queen, knave, and two or three ſmall trumps, lead the queen;—for if your partner holds the ace, you have a good chance for making the whole ſuit.

13. Having knave, ten, eight, and ſmall trumps, lead the knave;—for on the return of trumps, you probably may fineſſe the eight to advantage.

14. Having knave, ten, and three ſmall trumps, lead the knave;—becauſe it will moſt diſtreſs your adverſaries, unleſs two honours are held on your right-hand; the odds againſt which is about three to one.

15. Having only ſmall trumps, begin with the higheſt.—By this play you will ſupport your partner all you can.

16. Having a ſequence, begin with the higheſt.—By this means your partner is beſt inſtructed how to play his hand, and cannot poſſibly be injured.

17. If an honour is turned up on your left, and the game much againſt you, lead a trump the firſt opportunity;—for your game being deſperately bad, this method is the moſt likely to retrieve it.

18. In all other caſes, it is dangerous leading through an honour, unleſs you are ſtrong in trumps, or have a good hand;—becauſe all the advantage of trumping through an ho-

honour, lies in the fineſſing of your partner.

19. Suppoſing hereafter it is proper to lead trumps. If an honour is turned up on your left, and you hold only one honour with a ſmall trump, throw off the honour, and next the ſmall one;—becauſe it will greatly ſtrengthen your partner's hand, and cannot hurt your own.

20. If an honour is turned up on the left, and you hold a ſequence, lead the higheſt of it;—becauſe it will prevent the laſt hand from injuring your partner.

21. If a queen is turned up on the left, and you hold ace, king, and a ſmall one, lead the ſmall trump;—becauſe you will have a chance for getting the queen.

22. If a queen is turned up on your left, and you hold the knave with ſmall ones, lead the knave;—for the knave can be of no ſervice ſince the queen is on your left.

23. If an honour is turned up by your partner, and you are ſtrong in trumps, lead a ſmall one; but if weak in them, lead the beſt you have.—By this play the weakeſt hand will ſupport the ſtrongeſt.

24. If an ace is turned up on the right, and you hold king, queen, and knave, lead the knave;—for it is a ſecure lead.

25. If an ace is turned up on the right, and you hold king, queen, and ten, lead the king;

king; and upon the return of trumps play the ten;—for by this means you ſhew a great ſtrength to your partner, and will probably make two tricks in them.

26. If a king is turned up on the right, and you hold queen, knave, and nine, lead the knave; and upon the return of trumps play the nine;—becauſe it may prevent the ten from making.

27. If a king is turned up on your right, and you hold knave, ten, and nine, lead the nine; and upon the return of trumps play the ten;—becauſe this method will beſt diſcloſe your ſtrength in trumps.

28. If a queen is turned up on the right, and you hold ace, king, and knave, lead the king; and upon the return of trumps play the knave;—becauſe you are certain to make the knave.

29. If a queen is turned up on the right, and you hold ace, king, and ſmall ones, lead the king; and upon the return of trumps you may fineſſe, unleſs the queen falls;—for otherwiſe the queen will make a trick.

30. If a knave is turned up on the right, and you hold king, queen, and ten, lead the queen; and upon the return of trumps play the ten;—for by this means you will make the ten.

31. If a knave is turned up on the right, and you hold king, queen, and ſmall ones,

lead the king; and if that comes home, play a ſmall one;—for it is probable your partner holds the ace.

32. If a knave is turned up on the right, and you hold king, queen, and ten, with two ſmall cards, lead a ſmall one; and upon the return of trumps play the ten;—for it is five to four that your partner holds one honour.

When you turn up an Honour.

1. If you turn up an ace, and hold only one ſmall trump with it, if either adverſary leads the king, put on the ace;—for it can do the adverſaries no greater injury.

2. If you turn up an ace, and hold two or three ſmall trumps with it, and either adverſary leads the king, put on a ſmall one;—for if you play the ace, you give up the command in trumps.

3. If you turn up a king, and hold only one ſmall trump with it, and your right-hand adverſary leads a trump, play the king.—This caſe is really ſomewhat doubtful, and very good players think differently.

4. If you turn up a king, and hold two or three ſmall trumps with it, if your right-hand adverſary leads a trump, play a ſmall one;—it being the beſt way of ſecuring your king.

5. If

5. If you turn up a queen or knave, and hold only ſmall trumps with it, if your right-hand adverſary leads a trump, put on a ſmall one;—it being the ſecureſt play.

6. If you hold a ſequence to the honour turned up, play it laſt;—by this means your partner will be the beſt acquainted with your ſtrength in trumps.

Of playing for the Odd Trick.

1. Be cautious of trumping out, notwithſtanding you have a good hand;—for ſince you want the odd trick only, it would be abſurd to play a great game.

2. Never trump out, if your partner appears likely to trump a ſuit;—for it is evidently beſt to let your partner make his trumps.

3. If you are moderately ſtrong in trumps, it is right to force your partner;—for by this means you probably gain a trick.

4. Make your tricks early, and be cautious of fineſſing;—that you may not be greatly injured, though you fail of making the odd trick.

5. If you hold a ſingle card of any ſuit, and only two or three ſmall trumps, lead the ſingle card;—for it will give you a chance of making a ſmall trump.

General Rules.

1. BE very cautious how you change ſuits, and let no artifice of the adverſary induce you to it.

2. Keep a commanding card, to bring in your ſtrong ſuit when the trumps are out, if your hand will admit of ſuch pretenſions.

3. Never keep back your partner's ſuit in trumps, but return them the firſt opportunity.

4. If you hold a ſtrong ſuit, and but few trumps, rather force your adverſaries, than lead trumps, unleſs you are ſtrong in the other ſuits likewiſe.

5. Be ſure to make the odd trick when it is in your power.

6. Always conſider the ſcores, and play your hand accordingly.

7. In a backward game, you may often riſk one trick in order to win two; but in a forward game you are to be more cautious, unleſs you have a good probability of getting up.

8. In returning your partner's lead, play the beſt you have, when you hold but three originally.

9. Remember what cards drop from each hand, how many of each ſuit are out, and what is the beſt remaining card in each.

10. Lead

10. Lead not originally from a ſuit of which you have ace and queen, ace and knave, or king and knave; if you hold another moderate ſuit.

11. If neither of your adverſaries will lead from the above ſuits, you muſt do it yourſelf with a ſmall card.

12. You are ſtrong in trumps with five ſmall ones, or three ſmall ones and one honour.

13. Do not trump a card when you are ſtrong in trumps, and the more eſpecially if you hold a ſtrong ſuit.

14. If you hold only a few ſmall trumps, make them, if you can.

15. If your partner refuſes to trump a ſuit of which he knows you have not the beſt, lead him your beſt trump the firſt opportunity.

16. If your partner has trumped a ſuit, and refuſes to play trumps, lead him that ſuit again.

17. Never force your partner but when you are ſtrong in trumps, unleſs you have a renounce yourſelf, or want only the odd trick.

18. If the adverſaries trump out, and your partner has a renounce, give him that ſuit when you get the lead, if you think he has a ſmall trump left.

19. Lead not from an ace ſuit originally, if you hold four in number of another ſuit.

20. When trumps are either returned by your partner, or led by the adverſaries, you may fineſſe deeply in them; keeping the command all you can in your own hand.

21. If you lead the king of any ſuit, and make it, you muſt not thence conclude that your partner holds the ace.

22. It is ſometimes proper to lead a thirteenth card, in order to force the adverſary, and make your partner laſt player.

23. If weak in trumps, make your tricks ſoon; but when ſtrong in them, you may play a more backward game.

24. Keep a ſmall card of your partner's firſt lead, if poſſible, in order to return it when the trumps are out.

25. Never force your adverſary with your beſt card of a ſuit, unleſs you have the ſecond beſt alſo.

26. In your partner's lead, endeavour to keep the command in his hand, rather than in your own.

27. If you have a ſaw, it is generally better to purſue it than to trump out; although you ſhould be ſtrong in trumps with a good ſuit.

28. Keep the trump you turn up, as long as you properly can.

29. When

29. When you hold all the remaining trumps, play one of them, to inform your partner; and then put the lead into his hand.

30. It is better to lead from ace and nine, than from ace and ten.

31. It is better to lead trumps through an ace or king, than through a queen or knave.

32. If you are reduced to the laſt trump, ſome winning cards, and one loſing card only, lead the loſing card.

33. If only your partner has trumps remaining, and he leads a ſuit of which you hold none; if you have a good quart (or ſequence of four) throw away the higheſt of it.

34. If you have an ace, with one ſmall card of any ſuit, and ſeveral winning cards in other ſuits; rather throw away ſome winning card than that ſmall one.

35. If you hold only one honour with a ſmall trump, and with the trumps out, lead the honour firſt.

36. If trumps have been led thrice, and there be two remaining in the adverſaries hands, endeavour to force them out.

37. Never play the beſt card of your adverſaries lead at ſecond hand, unleſs your partner has none of that ſuit.

38. If

38. If you have four trumps and the command of a ſuit whereof your partner has none, lead a ſmall card in order that he may trump it.

39. If you hold five trumps with a good hand, play trumps, and clear your adverſaries hands of them.

40. If you hold the ace and three ſmall trumps when the adverſaries lead them, and have no particular reaſon for ſtopping the ſuit, let them quietly make king and queen, and on the third round play the ace.

41. Suppoſing yourſelf leader with three ſmall trumps, one ſtrong ſuit, one moderate ſuit, and a ſingle card, begin with the ſtrong ſuit, and next lead the ſingle card.

42. Be careful how you ſort your cards, leſt a ſharp and curious eye ſhould diſcover the number of your trumps.

A Caſe which often occurs.

If you have two trumps remaining, when the adverſaries have only one, and your partner appears to have a ſtrong ſuit, you ſhould play trumps, although you have the worſt, in order to pave the way for your partner's ſuit, by extracting the trumps from your adverſaries.

How

How to play for an odd Trick.

If you are elder hand, and have the ace, king, and three ſmall trumps, with four ſmall cards of another ſuit, three ſmall cards of the third ſuit, and one ſmall card of the fourth ſuit, queſtion, how are you to play? You are to lead the ſingle card, which, if won by the player, induces him to play trumps, or to play to your weak ſuit, in which you and your partner gain the ten-ace.

The like Caſe for an odd Trick when your Partner is to lead.

Suppoſe he plays the ace of the ſuit of which you have only one, and proceeds to play the king of the ſame ſuit, and your right-hand adverſary trumps it with the queen, knave, or ten, you ſhould not over trump him, but throw away the ſmalleſt card of your weakeſt ſuit, as this will leave your partner the laſt player, and give him the ten-ace in your weak ſuit.

The like Caſe, ſuppoſing you want four or five Points, and an elder Hand.

Play a ſmall trump, and if your partner has a better trump than the laſt player, and returns the lead, put in your king of trumps, and then play the ſuit of which you poſſeſs four cards.

A ſecond

A, ſecond Caſe.

A and *B* are partners againſt *C* and *D*; twelve trumps are played out, and ſeven cards only remain in each hand, of which *A* has the laſt trump, and likewiſe the ace, king, and four ſmall cards of a ſuit, queſtion, whether *A* ſhould play the ace and king of that ſuit, or a ſmall one? Anſ. *A* ſhould play a ſmall card of that ſuit, as it is an equal bet his partner has a better card in that ſuit than the laſt player, and, in this caſe, if four cards of the ſuit happen to be in either of the adverſaries hands, by this manner of playing, he will be enabled to make five tricks in that ſuit. Should neither of the adverſaries have more than three cards in that ſuit, it is an equal bet that he wins ſix tricks in it.

If *A* and *B* are partners againſt *C* and *D*; and eight trumps have been played out, and and *A* has four trumps remaining, *C* having the beſt trump, and is to lead, ſhould *C* play his trump or not? No; becauſe as he would have three trumps in *A*'s hand, if *A*'s partner has any capital ſuit to make, by *C*'s keeping the trump in his hand, he can prevent his making that ſuit.

A Caſe of Curioſity.

Suppoſing three hands of cards, containing three cards in each hand, let *A* name the trumps,

trumps; and let *B* chooſe which hand he pleaſes, *A* having the choice of either the other two hands, will win two tricks.—Clubs are trumps: firſt hand, ace, king, and ſix of hearts; ſecond hand, queen and ten of hearts, with ten of trumps; third hand, nine of hearts, with two and three of trumps; the firſt hand wins of the ſecond, the ſecond wins of the third, and the third wins of the firſt.

Rules to play any Hand of Cards, according to the neareſt Calculations of your Partner's holding certain winning Cards.

1. That he has not one certain winning card — —	2 to	1
2. Not two certain winning cards	17 to	2
But it is about 5 to 4 that he has one or both, or ——	32 to	25
3. That he has one card out of any three certain winning cards, about — —	5 to	2
4. That he has not three certain winning cards, about 31 to 1, or — — —	681 to	22
5. That he has not two of them, about 7 to 2, or — —	547 to	156
6. That he has not one of them, about 7 to 6, or — —	378 to	325
7. That he holds one or two of them, is in his favour about 13 to 6, or — —	481 to	222

8. And

8. And about 5 to 2 that he holds one, two, or all three of them.

The Odds of the Game calculated with the Deal.

The odds in favour of the deal at ſtarting, are —— ——	21 to 20
1 love —— ——	11 to 10
2 love —— ——	5 to 4
3 love —— ——	3 to 2
4 love —— ——	7 to 4
5 love, an even bet of the lurch —	2 to 11
6 love —— ——	5 to 2
7 love —— ——	7 to 2
8 love —— ——	5 to 1
9 love, not quite 5 to 1, but about	9 to 2
2 to 1 —— ——	9 to 8
3 to 1 —— ——	9 to 7
4 to 1 —— ——	9 to 6
5 to 1 —— ——	9 to 5
6 to 1 —— ——	9 to 4
7 to 1 —— ——	3 to 2
8 to 1 —— ——	9 to 2
9 to 1 about — ——	4 to 1
3 to 2 —— ——	8 to 7
4 to 2 —— ——	4 to 3
5 to 2 —— ——	8 to 5
6 to 2 —— ——	2 to 1
7 to 2 —— ——	8 to 3

4 to

8 to 2	——	——	4 to 1
9 to 2	——	——	7 to 2
4 to 3	——	——	7 to 6
5 to 3	——	——	7 to 5
6 to 3	——	——	7 to 4
7 to 3	——	——	7 to 3
8 to 3	——	——	7 to 2
9 to 3 about	—	——	3 to 1
5 to 4	——	——	6 to 5
6 to 4	——	——	6 to 4
7 to 4	——	——	2 to 1
8 to 4	——	——	3 to 1
9 to 4 about	—	——	5 to 2
6 to 5	——	——	5 to 4
7 to 5	——	——	5 to 3
8 to 5	——	——	5 to 2
9 to 5	——	——	2 to 1
7 to 6	——	——	4 to 3
8 to 6	——	——	2 to 1
9 to 6	——	——	7 to 4
8 to 7 above	——	——	3 to 2
9 to 7 about	—	——	12 to 8

9 to 8, or rather 8 to 9, the odds being in favour of 8 about 3 and a half per cent, according to the niceſt calculation.

Odds calculated for betting throughout the Rubber with the Deal.

If the firſt game of a rubber is won, with 9 love of the ſecond, on the ſame ſide, the odds of the rubber are nearly — —	13 to 1
Suppoſe the firſt game, and 8 love of the ſecond is got, the odds are rather more than — —	13 to 1
When the firſt game is won, and 7 love of the ſecond, near —	8 to 1
Ditto, and 6 love of the ſecond, about	6 to 1
Ditto, and 4 love of the ſecond, about	5 to 1
Ditto, and 3 love of the ſecond, about	9 to 2
Ditto, and 2 love of the ſecond, about	4 to 1
Ditto, and 1 love of the ſecond, about	7 to 2

Odds againſt the Dealer throughout the Rubber.

With the firſt game, and 9 love of the ſecond, about — ——	11 to 1
Ditto, and 8 love of the ſecond, rather more than — —	11 to 1
Firſt game, 7 love of the ſecond -	9 to 1
Ditto, and 6 love of the ſecond -	7 to 1
Ditto, and 5 love of the ſecond -	5 to 1
Ditto, and 4 love of the ſecond -	4 to 1
Ditto, and 2 love of the ſecond -	7 to 2
Ditto, and 1 love of the ſecond, near	13 to 6

THE GAME OF QUADRILLE.

THE title of this game implies that it is played by four perſons. The number of cards required are forty, as the four tens, nines, and eights, being of no value, muſt be diſcarded from the pack. They are dealt three by three, and one round four, commencing with the right hand player, who is eldeſt hand.

The trump is made by him or her who plays, with or without calling, by naming ſpades, clubs, diamonds, or hearts, and the ſuit ſo named become trumps. If the perſon who names the trump ſhould miſtake, and ſay ſpades inſtead of clubs, or if he names two ſuits, the firſt named are trumps.

The Cards arranged according to their Value,

Hearts and Diamonds.		*Spades and Clubs.*	
king		king	
queen		queen	
knave		knave	
ace		ſeven	
deuce		ſix	
four		five	
five		four	
ſix		three	
ſeven		deuce	
Total	10	Total	9

The reaſon that the aces of ſpades and clubs are not mentioned, is, becauſe they are invariably trumps, let whatever ſuit be played. The ace of ſpades being always the firſt, and the ace of clubs the third trump.

The Cards arranged according to their Value when Trumps.

Hearts and Diamonds.	*Spades and Clubs.*
Spadille, the ace of ſpades.	Spadille, the ace of ſpades.
Manille, the ſeven of hearts or diamonds.	Manille, the two of ſpades or clubs.
Baſto, the ace of clubs.	Baſto, the ace of clubs.
Ponto, the ace of hearts or diamonds.	
king	king
queen	queen
knave	knave
deuce	ſeven
three	ſix
four	five
five	four
ſix	three
Total 12	Total 11

From the preceding tables it will be perceived, that ſpadille and baſto are always trumps, and that the red ſuits have one trump more than the black.

There

There is a trump between ſpadille and baſto, which is called manille, and is in black the deuce, in red the ſeven; they are the ſecond cards when trumps, and the laſt in their reſpective ſuits when not trumps. Example; the deuce of ſpades being ſecond trump, when they are trumps, and the loweſt card when clubs, hearts, or diamonds, are trumps, and ſo of the reſt.

Ponto is the ace of hearts or diamonds, which are above the king, and the fourth trump, when either of thoſe ſuits are trumps; but are below the knave, and called ace of diamonds or hearts, when they are not trumps. The two of hearts or diamonds is always ſuperior to the three, the three to the four, the four to the five, and the five to the ſix; the ſix is only ſuperior to the ſeven when it is not trumps, for when the ſeven is manille, it is the ſecond trump.

The three matadores, as they are called, are ſpadille, manille, and baſto, whoſe priyilege is, when the player has no other trumps but them, and trumps are led, he is not obliged to play them, but may play what card he thinks proper, provided, however, that the trump led is of an inferior value; but if ſpadille ſhould be led, he that has manille or baſto only, is compelled to play it, which is the caſe with baſto in reſpect to manille, the ſuperior matadore always forcing

the inferior. Although, properly ſpeaking, there are but three matadores, yet all thoſe trumps which ſucceed the three firſt without interruption are alſo called matadores; but the three firſt only enjoy the privilege above ſtated. The number of the matadores are ſpecified in the ſecond table above, by the order and rank of the cards when they are trumps.

Explanatory Table of the Terms uſed in playing.

To aſk leave, is playing by calling a king.

Beaſt, is a penalty of paying as many counters as are down, incurred either by renouncing, or ſome other fault; likewiſe by not winning when the player ſtands his game.

Cheville, is being between the eldeſt hand and the dealer.

Codille, is when thoſe who defend the pool, make more tricks than thoſe who defend the game, which is called winning the *codille*.

Conſolation, is a claim in the game, always paid by thoſe who loſe, whether by *codille* or *remiſe*.

Devole, is when he who ſtands the game makes no trick.

Double, is to play for double ſtakes, with regard to the game, *conſolation* and *ſans prendre*, *matadores*, and *devole*.

Force,

Force, the ombre is ſaid to be forced, when a ſtrong trump is played for the adverſary to over-trump. He is likewiſe ſaid to be forced, when he aſks leave, and one of the other players obliges him to play *ſans prendre*, or paſs, by offering to play *ſans prendre*.

Friend, is the player who has the king called.

In paſſe. To make the *in paſſe*, is, when being in *cheville*, the knave of a ſuit is played, of which the player has the king.

Mille, is a mark of ivory, which is ſometimes uſed, and ſtands for ten fiſh.

Ombre, is the name given to him who ſtands the game, by calling or playing *ſans appeller*.

Party, is the duration of the game, according to the number of tours agreed to be played.

Paſs, is the term uſed when the players do not chooſe to play.

Pool, conſiſts of the fiſhes, which are ſtaked for the deals, or the counters put down by the players, or the beaſts which go to the game. *To defend the pool*, is to be againſt him who ſtands the game. *Pool* likewiſe implies a certain number of counters, ſupernumerary to the cards, when the tours are finiſhed, and the play is continued afterwards.

Priſe, is the number of fiſh or counters given to each player at the commencement of the party.

Regle, is the order to be obſerved at the game.

Remiſe, is when they who ſtand the game do not make more tricks than they who defend the pool, and they then loſe by *remiſe*.

Renounce, is not to follow the firſt lead, when at the ſame time the player has a card of that ſuit; likewiſe when not having any of the ſuit led, he wins with a card that is the only one he has in the ſuit which he plays in.

Repriſe, ſynonimous with *party*.

Repert the ſame as *remiſe*.

Roi rendu, is the king given up or ſurrendered; in which caſe, the perſon to whom the king is given up muſt win the game alone.

Forced ſpadilla, is when he who has *ſpadille* is obliged to play it, all the other players having paſſed.

Sans appeller, is playing without calling a king.

Sans prendre, is erroneouſly uſed for *ſans appeller*, meaning the ſame.

Forced ſans prendre, is when having aſked leave, one of the players offers to play *ſans prendre*, in which caſe he who aſked leave is obliged to play *ſans prendre, or paſs*.

Ten-ace, is waiting with two trumps that muſt make, when he who has two others is obliged to lead.

Tours, are the counters, which they who win by ſtanding the game, put down to mark the number of *coups* played, by which the length of the party is determined.

Maxims for Learners.

When you are the ombre, and your friend leads from a mat, play your beſt trump, and then lead the next beſt the firſt opportunity. If you poſſeſs all the trumps, continue leading of them, except you hold other certain winning cards.

If all the mats are not revealed by the time you have won ſix tricks, do not riſk playing for the vole.

When you are the friend called, and hold only a mat, lead it, but if it is guarded by a ſmall trump, lead that. But when the ombre is laſt player, lead the beſt trump you poſſeſs.

Ponto in red, or king of trumps in black, are good cards to lead when you are beſt, and ſhould either of them ſucceed, then play a ſmall trump.

When the ombre leads to diſcover the friend, if you hold king, queen, and knave, put on the knave.

Preſerve

Preſerve the ſuit called, whether friend or not.

When playing againſt a lone hand, never lead a king, unleſs you have the queen; nor change the ſuit, and prevent, if poſſible, the ombre from being laſt player.

Of the Manner of playing the Game and dealing the Cards, of the Stakes, of the Manner of ſpeaking, and of the Beaſt.

Every one is to play as he thinks proper, and moſt advantageouſly to his own game.

He is not to encourage his friend to play; but each perſon ſhould know what to do when he is to play.

The ſtakes conſiſt of ſeven equal billets or contracts, as they are ſometimes called, comprizing the ten counters and fiſhes, which are diſtributed to each player. A mille is equal to ten fiſh, and every fiſh to ten counters: the value of the fiſh is according to the players agreement, as alſo the number of tours, which are uſually fixed at ten, and marked by turning the corners of a card.

Should the cards be wrong dealt, or ſhould there be two of the ſame ſuit, as for example, two deuces of ſpades, there muſt be a freſh deal, provided the miſtake is diſcovered before the cards are all played.

A new deal muſt likewiſe take place if a card is turned in dealing, as it might be prejudicial

judicial to him who might have it: and if there ſhould be ſeveral cards turned, the ſame muſt take place. No penalty is inflicted for dealing wrong, but the dealer muſt deal again.

Each player having got his ten cards, he that is on the right-hand of the dealer, after examining his game, and finding his hand proper to play, muſt aſk if they play; or, if he has not a good hand, he paſſes, and ſo the ſecond, third, and fourth. All four may paſs: but he who has ſpadille, after having ſhewn or named it, is compelled to play, by calling a king.

If the deal is played in this manner, or one of the players has aſked leave, and no one chooſing to play without calling, the eldeſt hand muſt begin, previouſly naming his ſuit, and the king he calls: he who wins the trick muſt play another card, and the reſt of courſe till the game is finiſhed. The tricks are then reckoned, and if the *ombre*, meaning him who ſtands the game, has, together with him who has king called, ſix tricks, they have won, and are accordingly paid the game, the conſolation, and the matadores, if they have them, and divide what is upon the game, and the beaſts, if any there be.

Should they make only five tricks, it is a *remiſe*, and they are beaſted, what goes upon the game, paying to the other players the conſolation and the matadores. When the tricks

tricks are equally divided between them, they are alſo beaſted; and if they make only four tricks between them, it is a *remiſe*. Should they make leſs, they loſe *codille*, and in that caſe pay their adverſaries what they ſhould have received if they had won, namely, the game, conſolation, and matadores, if they have them, and are beaſted what is upon the game; and if they win codille, divide the ſtakes. The beaſt, and every thing that is paid, ariſe equally from the two loſers; one half by him who calls, and the other moiety by him who is called; equally the ſame in caſe of *codille* as a *remiſe*, unleſs the *ombre* does not make three tricks, in which caſe, he who is called is not only exempt from paying half the beaſt, but alſo the game, conſolation, and matadores, if there are any, which, in that caſe, the *ombre* pays alone, and likewiſe in caſe of a *codille* as a *remiſe*. This rule is enforced to prevent unreaſonable games being played.

A ſingle caſe may occur, in which if the *ombre* makes only one trick, he is not beaſted alone, which is when not having a good hand, he paſſes, and all the other players have paſſed likewiſe, and he having ſpadille is compelled to play. In this caſe it would be unjuſt to oblige him to make three or four tricks; wherefore, he who is called pays a moiety of the loſing; and, for the ſame rea-

ſon,

ſon, he who has ſpadille, with a bad hand, ſhould paſs, in order that if he is afterwards obliged to play by calling a king, (which is called forced ſpadille,) he may not be beaſted ſingly.

The player who has once paſſed, cannot be allowed to play; and he who has aſked leave cannot refuſe to play, unleſs another ſhould propoſe playing without calling.

When a perſon has four kings, he may call a queen to one of his kings, but not that which is trumps. He who has one or more kings, may call one of thoſe kings; but in this caſe, he muſt make ſix tricks alone, and therefore wins or loſes ſingly. The king of the ſuit in which he plays cannot be called.

No one ſhould play out of his turn, although he is not beaſted for the treſpaſs.

When he who is not eldeſt of hand has the king called, and plays ſpadille, manille, or baſto, or even the king called, in order to ſhew that he is the friend, having other kings that he is apprehenſive the ombre may trump, he is not to be allowed to go for the vole; and he is beaſted, if it ſhould appear it is done with that deſign.

No hand is allowed to be ſhewn, though *codille* may already be won, in order that it may be ſeen whether the ombre is beaſted ſingly.

Should the ombre or his friend ſhew his cards, before he has made ſix tricks, judging that he might have made them, and there ſhould appear a poſſibility of preventing his making them, the other players may compel him to play his cards in what order they chooſe.

It is only neceſſary for a player to name his ſuit, when he plays, without calling a king.

Whoever plays without calling, muſt himſelf make ſix tricks to win; all the other players being united againſt him, and therefore exert their combined efforts to diſtreſs him.

Whoever plays without calling, is permitted to play in preference to any other who would play with calling; nevertheleſs, if he who has aſked leave, will play without calling, he has the preference of him who would force him. Theſe are the two methods of play without calling, which are called *forced*.

He who plays without calling, not dividing the winnings with any other player, conſequently when he loſes pays all himſelf. Should he loſe by *remiſe*, he is beaſted, and pays each other player the *conſolation*, the *ſans appeller*, (commonly though erroneouſly called the *ſans prendre*) and the *matadores*, ſhould there

there be any. Should he loſe *codille*, he is alſo beaſted, and pays each player what he would have received from them if he had been the winner. Thoſe who win *codille* divide the gains; and if there are any remaining counters, they belong to the player of the three who may have ſpadille, or the higheſt trump in the ſucceeding deal. The ſame rule operates with reſpect to him who calls one of his own kings, he wins or loſes alone, as in the other caſe, except the *ſans appeller*, which he pays if a loſer, or receives as a winner, although he plays ſingly.

Should he play *ſans appeller*, though he may have a ſure game, he is compelled to name his ſuit, which neglecting, ſhewing his cards, and ſaying *I play ſans appeller*, in this caſe either of the reſt of the players can oblige him to play in which ſuit he chooſes, though he ſhould not have a trump in that ſuit.

When a perſon has aſked leave, he is not allowed to play *ſans appeller*, without he is *forced:* in this caſe, as before-mentioned, he has the preference of the other players, by whom he is forced.

No player is compelled to trump, when he is not poſſeſſed of any of the ſuit led, nor obliged to play a higher card in that ſuit if he has it, it being optional to him, although he is the laſt player, and the trick belongs to the

ombre; but he is compelled to play in the ſuit led if he can, otherwiſe he renounces.

Should he ſeparate a card from his game and ſhew it, he is compelled to play it: if, by not doing it, the game ſhould be prejudiced, or give any intelligence to his friend, but particularly if it ſhould be a matadore. He who plays *ſans appeller*, or by calling himſelf, is not ſubject to this rule.

One player may turn the tricks made by the others, and reckon what has been played, each time only it is his turn to play.

Should he, inſtead of turning a player's tricks, turn and ſee his game, or ſhew it to the other players, he is beaſted, together with him whoſe cards he turned, each paying a moiety of the loſs.

He who renounces, is beaſted as often as detected; but no renounce takes place till the trick is turned.

Should the renounce be diſcovered before the deal is finiſhed, and has proved detrimental to the game, the cards muſt be taken up again, and the game re-played from that trick where the renounce began. But ſhould all the cards be played, the beaſt ſtill is made, and the cards muſt not be re-played, unleſs there ſhould be ſeveral renounces in the ſame deal. In this caſe they are to be played again, unleſs the cards ſhould have been previouſly mixed together.

When

When ſeveral beaſts occur in the ſame deal, they all go together, unleſs a different agreement is made; and in caſes of beaſts, the greateſt is firſt reckoned.

THE GAME OF CRIBBAGE.

THIS game is played with the whole pack of cards, generally by two perſons, and ſometimes by four. There is alſo different modes of playing, that is, with five, ſix, or eight cards. But the games principally played, are thoſe with five and ſix cards.

Explanatory Table of the Terms uſed in Playing.

Crib, are the cards thrown away by each party, and whatever points they make are ſcored by the dealer.

Pairs, are two like cards, as, two aces, or two kings, &c. and reckon for two points, whether in hand, or playing.

Pairs royal, are three like cards, and reckon for ſix points, whether in hand, or playing.

Double pairs royal, are four like cards, and reckon for twelve points, whether in hand, or playing.

N. B. The points gained by PAIRS, PAIRS ROYAL, and DOUBLE PAIRS ROYAL, *in playing, is thus effected: Your adverſary having played a ſeven, and you another, conſtitutes a* PAIR, *and entitles you to ſcore two points; your antagoniſt then playing a third ſeven, makes a* PAIR ROYAL, *and he marks ſix; and your playing a fourth, is a* DOUBLE PAIR ROYAL, *and entitles you to twelve points.*

Fifteens. Each fifteen reckons for two points, whether in hand, or playing. In hand they are formed either by two cards, ſuch, as a five and any tenth card, a ſix and a nine, a ſeven and eight, or by three cards, as a two, a five, and an eight, &c.

And in playing thus: If ſuch cards are played, as make together fifteen, the two points are to be ſcored towards the game.

Sequences, are three or four, or more ſucceſſive cards, and reckon for an equal number of points either in hand, or playing.

N. B. In playing it is of no conſequence which card is played firſt. As thus: Your adverſary playing an ace, you a five, he a three, you a two, then he a four, he counts five for the SEQUENCE.

Fluſh, is when the cards are all of one ſuit, and reckons for as many points as cards.

N. B.

N. B. For a flush in crib, the card turned up must be of the same suit as those in hand.

Rud-hole, is gained by the last player, and reckons for one point when under thirty-one, and for two points when thirty-one. To obtain either of these points is considered a great advantage.

LAWS *of the* GAMES *of* CRIBBAGE *as played at* BROOKES'S, *and every other Subscription Club.*

IN dealing, the dealer may discover every card he has, if he pleases. But if he shews his adversary's cards, the adversary is entitled to mark two points to his game, and demand a fresh deal if he thinks proper.

The dealer giving his adversary more cards than is necessary, the adversary is entitled to score two points to his game, provided he detects the mistake before he takes up his cards.

The dealer observing his adversary to have more cards (after he has taken them up) than he is entitled to, may mark four points to his game, and call a new deal if he thinks proper.

The dealer giving himself more cards than are his due, the adversary may score two points to his game, and call a fresh deal if he thinks

thinks proper, if he does not, he is entitled to draw the extra-cards from the dealer's hands. The non-dealer obſerving his adverſary to have more cards than are his due, after they are taken off the table, may ſcore four points to his game, and call a new deal.

Neither party may ſhuffle or meddle with the cards, from the time they are dealt, until they are cut for the turn-up card, under penalty of the adverſary ſcoring two points to his game.

Either party ſcoring more points than he is entitled to, either in playing his cards, or marking his hand, or crib, the adverſary may firſt put back the points ſo marked, and ſcore the ſame number to his game.

Either party touching their pegs, unleſs when neceſſary to mark his points, the adverſary may ſcore two points to his game.

Either party taking out their front peg muſt place it behind the other.

Any bye-ſtander interfering, or ſpeaking in the game, ſhall pay the ſtakes loſt.

Either party ſcoring a leſs number of points than are his due incurs no penalty.

N. B. We mention this, as many good players conceive the adverſary may avail himſelf of ſuch omiſſion by ſcoring to his game the deficient points.

Either player has a right to pack his own cards, and ſhould he place them on the pack, and

and omit ſcoring for them, whether hand or crib, he muſt not mark for them afterwards.

Five Card Cribbage.

SIXTY-ONE points conſtitute the game, and the beſt mode of marking them is with a board pierced with as many holes, and two pegs for each party.

On beginning the game the parties muſt cut for the deal; the perſon cutting the loweſt cribbage card is dealer, and the non-dealer muſt ſcore three points, which is called *three for the laſt*, and may be marked at any period of the game. The deal is made by dealing one card alternately until each party has five.

Each perſon then proceeds to lay out two cards for the crib. In doing this always be careful to recollect whoſe crib it is, as the cards which may advantage your own are almoſt invariably prejudicial to your game when given to your adverſary. This done, the non-dealer is to cut the remaining cards of the pack, and the dealer turns up the uppermoſt. This card, whatever it may be, is reckoned by each party in hand or crib.

When the turned up card is a knave the dealer ſcores two points to his game.

N. B.

N. B. Knave in hand of the ſuit turned up reckons but for one point.

The non-dealer plays firſt, the adverſary next, each ſcoring what the cards may make, either by *pairs*, *pairs royal*, &c. until thirty-one, or near it, is made by either party. The remaining cards are not to be played. The non-dealer then counts his hand, and ſcores the points it yields. The dealer then marks for his hand, and afterwards for his crib.

Examples illuſtrating the Mode of reckoning the Cards.

Suppoſe a hand conſiſting of the two of clubs, the three of hearts, the ſix of diamonds, and the eight of ſpades turned up, how many points would it yield?—Not any, as they neither form a pair, a fifteen, a ſequence, or a flush. But if inſtead of the eight of ſpades, the four was turned up, they would reckon for *five points*.

Thus, the 2, 3, and 4, a ſequence, 3 points.
2, 3, 4, and 6—fifteen, 2 points.

Total 5

Again, ſuppoſe a hand conſiſting of the four, five, and ſix of hearts, and the five of diamonds turned up, how many points would it make?

4, 5,

4, 5, and 6 of hearts, a ſequence,	3 points
4, and 6 of hearts, and 5 of diamonds, a ſequence, ——	3 do.
4, 5, and 6 of hearts, a fluſh,	3 do.
4, 5, and 6 of ditto—fifteen, —	2 do.
4, and 6 of hearts, and 5 of diamonds—fifteen, ——	2 do.
5 of hearts, and 5 of diamonds, a pair,	2 do.
Total	15

Again, ſuppoſe a crib conſiſting of the three of clubs, the three of ſpades, the three of diamonds, the nine of clubs, and the three of hearts turned up, how many points would it yield?

The double pair royal of three's,	12 points
3 of clubs, 3 of diamonds, and nine of hearts—fifteen, —	2 do.
3 of ſpades, 3 of diamonds, and nine of hearts—fifteen, —	2 do.
3 of hearts, 3 of diamonds, and nine of hearts—fifteen, —	2 do.
3 of ſpades, 3 of clubs, and nine of hearts—fifteen, ——	2 do.
3 of ſpades, 3 of hearts, and nine of hearts—fifteen, ——	2 do.
3 of clubs, 3 of hearts, and nine of hearts—fifteen, ——	2 do.
Total	24

The

The greateſt number of points that can be obtained in hand or crib, either at five or ſix card cribbage, are twenty-nine, excluſive of playing. They are derived from theſe cards: the knave of diamonds, the five of hearts, five of ſpades, five of clubs, and five of diamonds turned up.

The double pair royal of fives	12 points
Knave and 5 of diamonds—fifteen,	2 do.
Do. and 5 of clubs——do.	2 do.
Do. and 5 of ſpades——do.	2 do.
Do. and 5 of hearts——do.	2 do.
5 of ſpades, 5 of diamonds, and five of clubs—fifteen, —	2 do.
5 of ſpades, 5 of diamonds, and five of hearts—fifteen, —	2 do.
5 of ſpades, 5 of clubs, and five of hearts—fifteen, ——	2 do.
5 of diamonds, 5 of clubs, and five of hearts—fifteen, —	2 do.
Knave of the ſame ſuit as the turned card, —— ——	1 point
Total	29

General Maxims for laying out the Crib Cards.

Whenever you poſſeſs a pair royal, invariably lay out the other two cards, for either your own or opponent's crib. Except you hold two fives with the pair royal, then it would

would be extremely injudicious to lay them out for your adverſary's crib, unleſs the cards you retain inſure your game, or your adverſary being ſo near home, that the crib is of no importance.

Whenever you can fluſh your cards in hand, it ſhould be generally done, as may aſſiſt your own crib, or balk your opponent's.

Always endeavour to retain a ſequence in your hand, and particularly if it is a fluſh.

Always lay out cloſe cards, ſuch as three and four, a five and a ſix, for your own crib, unleſs it breaks your hand.

N. B. As there is one card more to count, in the crib, at five-card cribbage, than there is in hand, always pay great attention to the crib, as the probability of reckoning more points for the crib, than hand, is five to four.

Always lay out two cards of the ſame ſuit for your crib, in preference to two cards of different ſuits, as it will give you the chance of a fluſh in crib.

Avoid laying out cards of the ſame ſuit for your adverſary's crib.

Always endeavour to balk your adverſary's crib, and the beſt cards for this purpoſe are, a king and an ace, a ſix, a ſeven, an eight, a nine, or a ten; or a queen with an ace, a ſix, a ſeven, an eight, or a nine; or any cards not likely to form a ſequence.

N. B. A king is generally conſidered the greater balk, as from its being the higheſt card in the pack, no higher card can come in to form a ſequence.

Avoid as much as poſſible laying out a knave for your opponent's crib, as it is only three to one, but the card turned up, is of the ſame ſuit, by which he will obtain a point.

Avoid laying out for your adverſary's crib (although you hold a pair royal) a two and a three, five and ſix, ſeven and eight, or five, and any tenth card. Whenever you hold ſuch cards, obſerve the ſtage of your game, and particularly if it is nearly ended, whether your adverſary is nearly out, or within a moderate ſhew, and it is your deal. In ſuch caſes you muſt retain ſuch cards, as will in playing prevent your adverſary from making pairs or ſequences, &c. and enable you to win the end-hole, which will often prevent your opponent from winning the game.

On the different Stages of the Game, pointing out when you have your Complement of Points, and when not; with Directions for playing the Cards accordingly.

The number of points to be expected from the cards in hand may be reckoned at rather more than four, but not five; and by playing

ing the dealer may expect two points, and his adverſary one; hence the dealer's chance may be computed at rather more than ſix points, and his adverſary's at nearly ſix; thus hand and play alternately, with and without the deal, may, throughout the game, be averaged at ſix points. From the crib five points may be expected, conſequently the dealer is entitled to mark to ſixteen points, for his hand, crib, and next hand. Thus, when he makes his ſecond deal, if his front peg is in the ſixteenth hole of the board, he has his full complement of points: the ſame at his third deal if he has paſſed the thirteenth hole; and at his fourth deal, he will retain the ſame advantage if he is within 15 holes of game.

To the ſtages of your adverſary's game you muſt always be particularly attentive, and if he has more than his complement of points, you muſt play your game accordingly: thus, ſuppoſe, at your deal, you are five or ſix holes ſhort of what you had a right to expect, and have good cards, you muſt endeavour to make as many points as poſſible, by pairing, &c. as by theſe points, and having a good hand, you may probably acquire the ſuperiority. On the other hand, when your game is back, and you have indifferent cards, you muſt endeavour to prevent your adverſary from making points by playing off, and

balking his crib, though you break your hand.

Calculations for laying Bets with Advantage.

Always in betting be careful to aſcertain who has the deal, and attend particularly to the ſituation of the pegs.

Each party with even pegs five holes up the board, is 6 to 4 in favour of the dealer.

Ten holes each,	is	12 to 11	do.	
Fifteen do.	is	7 to 4	do.	
Twenty do.	is	6 to 4	do.	
Twenty-five do.	is	11 to 10	do.	
Thirty do.	is	9 to 5	do.	
Thirty-five do.	is	7 to 6	do.	
Forty do.	is	10 to 9	do.	
Forty-five do.	is	12 to 8	do.	
Fifty do.	is	5 to 2	do.	
Fifty-five do.	is	21 to 20	do.	
Fifty-ſix do.	is	7 to 5	AGAINST THE DEALER.	
Fifty-ſeven do.	is	7 to 4	do.	
Fifty-eight do.	is	3 to 2	do.	
Fifty-nine do.	is	EVEN BETTING.		
Sixty do.	is	2 to 1	IN FAVOUR OF THE DEALER.	

Within twenty holes of the game, if the non-dealer leads his adverſary three points, the game is even. But nearer the end, a point or two makes an eſſential difference :—

As

As thus, the dealer wanting twenty points of the game, and his opponent ſeventeen, it is five to four againſt the dealer.

The dealer wanting fourteen points, and his adverſary nine, or ſhould the dealer want eleven, and his adverſary ſeven, the game is equal. But the dealer wanting three points, and his opponent four, it is five to four in favour of the dealer, from his chance of playing out, for which he ſhould always be careful to retain ſmall cards, though by ſo doing he breaks his hand.

Within fifteen points of the game, the dealer leading his adverſary five points, it is three to one in favour of the dealer: when within a leſſer number of points, ſtill leading his adverſary five, it is from eight to ten, to one, in favour of the dealer, and exactly ten to one in his favour, if he wants but ſix points, and his antagoniſt eleven.

The dealer leading his opponent ten points, at any period of the game, it is four or five to one in his favour, and if near the end, it is ten or twelve to one, and a good twelve to one if he wants but ſix points, and the non-dealer ſixteen.

The non-dealer leading his adverſary five points, at any period of the game, before he attains thirty-one holes, it is ſix to five againſt the dealer.

If the dealer is thirty-one holes, and his opponent thirty-ſix, it is ſix to four againſt the dealer.

If the dealer is thirty-ſix holes, and his adverſary forty-one, it is ſeven to four againſt the dealer.

The dealer wanting ſixteen points of the game, and the non-dealer eleven points, it is twenty-one to twenty in favour of the dealer.

SIX-CARD CRIBBAGE.

THIS game is ſo exactly ſimilar to five-card cribbage, that any perſon playing that well, muſt play this equally ſo. It conſiſts of pairs, ſequences, flushes, &c. and the points are reckoned and marked preciſely in the ſame manner, except that at the beginning of the game, the non-dealer is *not* to ſcore any holes for the laſt, and all the cards muſt be played out, that is, when either party has made the end-hole, the remaining cards in hand, muſt be played, ſcoring for the pairs or fifteens, &c. they may form. Remember, that when laſt player, you ſhould endeavour to retain cloſe cards in hand, as they may enable you to acquire four points in playing. As thus:

If

If the two laſt cards you hold, are a ſeven and an eight, and your opponent has but one card, it is but five and a half to one, that ſuch card is either a ſix or a nine, and in ſuch caſe you will obtain four points. On the contrary, if your two laſt cards were a queen and a nine, or any others diſtant from each other, you would only win the end-hole, as it would be impoſſible to come in for a ſequence.

Again, if your two laſt cards are a pair, and your antagoniſt has but one card, if he is player, you will gain three points. And when your adverſary has no cards left, you ſhould invariably endeavour to retain a pair, or ſuch cards as form fifteen, by which you will always gain three holes.

On the different Stages of the Game, pointing out when you have your Complement of Points, and when not, with Directions for playing the Cards accordingly.

The dealer is ſuppoſed to have ſome trifling advantage.

The dealer is entitled to twenty-five points by his hand, crib, and next hand. Thus, at his ſecond deal, if his peg is in the twenty-fifth hole of the board, he has his complement of points; the ſame at his third deal, if he is within eleven points of the game.

If

If the non-dealer by his firſt hand attains the eleventh hole in the board, he will have the beſt of the game; for he is entitled to expect he ſhall make his ſecond deal, with his front peg in the thirty-ſixth hole, and by which he will probably win the game, by his hand, crib, and next hand.

Being dealer, and your adverſary having above his complement of points, you muſt play your game accordingly. Thus, if you have good cards, endeavour to make as many points as poſſible by pairing, fifteens, &c. On the contrary, if your cards are indifferent, you muſt play off, to prevent your adverſary from obtaining points.

THE GAME OF PIQUET.

THIS game is played by two perſons, with thirty-two cards, which are, the ace, king, queen, knave, ten, nine, eight, and ſeven of every ſuit.

Explanatory Table of the Terms uſed in playing.

Talon, or ſtock, is the eight remaining cards, after twelve are dealt to each perſon.

Repique,

Repique, is when one of the players counts thirty points in hand, before his adverſary has, or can count one, when, inſtead of reckoning thirty, he reckons ninety, and proceeds above as many points as he could above thirty.

Pique, is when the elder hand counts thirty in hand or play before the adverſary counts one, in which caſe, inſtead of thirty, it reckons for ſixty, to which is added as many points as may be reckoned above thirty.

Capot, is when either party makes every trick, which counts for forty points.

Cards, is the majority of the tricks, which reckons for ten points.

Carte Blanche, is not having a pictured card in hand, which reckons for ten points, and takes place of every thing elſe.

Quatorze, is the four aces, kings, queens, knaves, or tens, and reckons for fourteen points.

Point, is the number of cards of the ſame ſuit, and are reckoned by their pips, the ace for eleven, the pictured cards for ten, and count for as many points as cards.

Tierce, is three ſucceſſive cards of the ſame ſuit, and counts for three points. There are ſix kinds of tierces, viz. ace, king, queen, called tierce major—down to nine, eight, ſeven, a tierce minor.

Quart,

Quart, is four ſucceſſive cards of the ſame ſuit, and reckons for four points. There are five kinds of quarts, viz. ace, king, queen, knave, called quart-major, down to ten, nine, eight, ſeven, a quart-minor.

Quint, is five ſucceſſive cards of the ſame ſuit, and reckons for fifteen points. There are four kinds of quints, viz. ace, king, queen, knave, ten, called quint-major, down to knave, ten, nine, eight, ſeven, a quint-minor.

Sixieme, is ſix ſucceſſive cards of the ſame ſuit, and reckons for ſixteen points. There are three kinds of ſixiemes, viz. ace, king, queen, knave, ten, nine, a ſixieme-major, down to queen, knave, ten, nine, eight, ſeven, a ſixieme-minor.

Septieme, is ſeven ſucceſſive cards of a ſuit, and counts for ſeventeen points. There are two ſorts, viz. from the ace to the eight incluſive, a ſeptieme-major, and from the queen to the ſeven incluſive, a ſeptieme-minor.

Huitieme, is eight ſucceſſive cards of the ſame ſuit, and reckons for eighteen points.

Laws of the Game.

If either of the players has thirteen cards dealt him, it is at the option of the elder hand, either to play the cards, or have a new deal, which ever he ſhall judge the moſt advan-

advantageous, but ſhould either of the players have fourteen cards, or upwards, a new deal muſt take place.

Should the elder hand have thirteen cards, and chooſe to play them, he muſt put out one more than he takes in, as the younger hand muſt have his three cards. Should the younger hand have thirteen, the elder hand muſt take in the ſame cards as if the ſtock were right; and the younger hand muſt lay out three, and take in two. When either caſe occurs, he who has thirteen cards muſt inform his antagoniſt of his deſign before he takes in, as after he has ſeen his cards, the game muſt be played, under the penalty of playing twelve cards, which is reckoning nothing.

The player who takes in more cards than he lays out, or in playing is found to have more cards than he is entitled to, reckons nothing: whilſt his adverſary can count every thing he is poſſeſſed of, though inferior to what his opponent may have, under this circumſtance.

Whoever plays with leſs than twelve cards, can reckon all he has, it being no fault to have too few cards; but his adverſary always wants the laſt card, wherefore he cannot be capoted, when the other may for want of a twelfth card.

The

The player who omits, at the beginning, to reckon *carte blanche*, his point on the ace, &c. or any ſequence he may have good in his hand, cannot afterwards reckon them.

Whoever forgets ſhewing his point, ſequence, &c. before he plays his firſt card, which he may have better than his opponent, cannot count them afterwards. In this caſe the elder hand, whoſe point, ſequence, &c. or three of any ſort, which were not allowed to be good, has a right, provided he has not played his ſecond card, to reckon his game, which had not been called or ſhewn.

At the concluſion of each game, the players muſt cut for deal, unleſs there is a previous agreement to deal alternately throughout the party.

Neither players can diſcard twice; and as ſoon as he has touched the ſtock, whatever cards he has diſcarded, cannot be again taken in.

No player can ſee the card he is to take in before he has diſcarded; wherefore, when the elder hand leaves any of the take-in cards, he muſt ſpecify what number he takes in, or how many leaves.

The player who has laid out leſs cards than he has taken in, and perceives his error before he has turned any of them, or mixed them with his own cards, is allowed to return

turn the ſupernumerary cards, without incurring any penalty, provided always that his adverſary has not taken in his cards, as in that caſe, he is at liberty either to play the cards, or to demand a new deal. Should the deal be played, the ſupernumerary card muſt be mixed with one of the two diſcards, after being ſeen by the players.

Whoever deals twice ſucceſſively, and recollects himſelf before he has ſeen his cards, may compel his opponent to deal, though the latter has ſeen his cards.

Should the elder of hand call his point, or any thing elſe he may have to reckon, and his opponent reply it is good, but upon examination find himſelf miſtaken, he is allowed to reckon what he has that is good, on condition that he has not played; and likewiſe to ſet aſide what was called by the elder hand, even though the firſt card ſhould have been played.

The player who might have quatorze-aces, kings, queens, knaves, or tens, and has diſcarded one of them, and therefore reckons only three aces, kings, &c. which are allowed to be good, muſt tell his opponent with preciſion, what card he has laid out, as ſoon as he has played his firſt card, provided he is aſked.

Should the pack be erroneous, that is to ſay, ſhould there be two tens, or any other

two cards of the ſame ſuit, or ſhould there be a card ſupernumerary, or one deficient, the deal is void; but the preceding deal remains valid.

If there ſhould be a faced card in dealing, there muſt be a freſh deal.

If there ſhould be a faced card in the ſtock, the deal muſt ſtand good, unleſs it is the upper card, or the firſt of the three that belong to the dealer; but in caſe of two faced cards, a new deal neceſſarily enſues.

He who calls his game wrong, and does not correct himſelf before he begins to play, reckons nothing he has in his game; for if the adverſary diſcovers it, at the beginning, middle, or end of the deal, he ſhall not only prevent his adverſary from reckoning, but he ſhall himſelf reckon all he has good in his game, which the other cannot equal.

Any card which is ſeparated, and has touched the board, is deemed to be played. Nevertheleſs, if a card is played to the antagoniſt's lead, of a ſuit different from what has been played, he is entitled to take it up, and play another of the proper ſuit; for as there is no penalty for a renounce, there cannot be any for that; but if the player ſhould have none of the ſuit led, and plays a card he did not intend, he is not permitted to take it up again after he has once quitted it.

Whoever

Whoever ſays, *I play in ſuch a ſuit*, and afterwards does not play that ſuit which he ſhould play, in order to ſee the cards the dealer has left, is liable to be compelled by his opponent to play in what ſuit the latter chooſes.

The player who, by accident, or otherwiſe, turns or ſees a card appertaining to the ſtock, is to play in what ſuit his antagoniſt may fix upon.

The perſon who having left a card of the ſtock, mixes it with his diſcard, without ſhewing it to his adverſary, is obliged, after having named the ſuit he propoſes leading, to ſhew all his diſcard.

Rules and Maxims for playing.

ONE hundred and one points conſtitute the game, and the beſt and general mode of marking them is by cards, ſuch as the 6 and 3 of any ſuit to denote the units, and the 6 and 3 of an oppoſite ſuit for the tens.

On commencing the game the parties muſt cut for the deal; the perſon cutting the loweſt card is to deal. The non-dealer has conſiderable advantage from being elder hand.

The deal is made by giving two cards alternately until each party has twelve, and the

remaining eight cards are placed on the table. The adverſary muſt cut the cards before they are dealt, and if he ſhould ſcatter or diſcover them, cut off but one card, or leave only one at the bottom. The dealer may ſhuffle the cards, and have them cut again.

There are three chances in this game, viz. the repique, pique, and capot, all of which may be made in one deal. Thus, the eldeſt hand having the point, four tierce-majors, four aces, four kings, and four queens, he will make thirteen points by playing the cards, and forty for the capot. Which are reckoned in this way, firſt,

Point	3 points
Four tierce-majors	12 do.
Four aces	14 do.
Four kings	14 do.
Four queens	14 do.
By play	13 do.
Capot	40 do.
Total	110 points

To pique your antagoniſt you muſt be elder hand; for, if you are the younger hand, your adverſary will reckon one for the firſt card he plays; and then your having counted twenty-nine in hand, even if you win the firſt trick, will not authorize you to count more than thirty.

When

When you have *carte blanche* you muſt let your adverſary diſcard, and when he is going to take his ſhare from the talon, you muſt, before he has touched it, ſhew your twelve cards, and your adverſary muſt not touch the cards he has diſcarded.

The players having examined their hands, the elder hand takes the five cards which ſeem the leaſt neceſſary for his advantage, and laying them aſide takes as many from the *talon* or heap that is left; and the youngeſt hand lays out three, and takes in the laſt three of the *talon*.

In diſcarding, the firſt intention in ſkilful players is to gain the cards, and to have the point, which moſt commonly engages them to keep in that ſuit, of which they have the moſt cards, or that which is their ſtrongeſt ſuit; for it is convenient to prefer, ſometimes, forty-one in one ſuit to forty-four in another, in which a quint is not made; ſometimes, even having a quint, it is more advantage to hold the forty-one, where, if one card only is taken, it may make it a quint-major, gain the point, or the cards, which could not have been done by holding the forty-four, at leaſt without any extraordinary take in.

You muſt alſo endeavour, in laying out, to get a quatorze, that is, four aces, kings, queens, knaves, or tens, each of which counts for fourteen, and is therefore called a quatorze;

torze; the fourteen aces hinder the counting fourteen kings, &c. and by that authority you may count a leſſer quatorze, as of tens, although your adverſary may have fourteen kings, &c. becauſe the ſtronger annuls the weaker; and alſo, in the want of a leſſer quatorze, you may count three aces, three kings, three queens, three knaves, or three tens. It is good to take three aces, and they are better than three kings; and he who has them may, by virtue thereof, count his three tens, although the adverſary may have three kings; in favour of a quatorze you count not only any leſſer quatorze, but alſo all the threes which you have, except of nines, eights, and ſevens.

The ſame is to be obſerved in regard to the huitiemes, ſeptiemes, ſixiemes, quints, quarts, and tierces, to which the player muſt have regard in his diſcarding, ſo that what he takes in may make them for him.

The point being ſelected, the eldeſt hand declares what it is, and aſks if it is good: if his adverſary has not ſo many, he anſwers, *it is good*; if he has juſt as many, he anſwers, *it is equal*; and if he has more, he anſwers, *it is not good:* he who has the beſt, counts as many for it as he has cards which compoſe it; and whoever has the point counts it firſt, whether he is eldeſt or youngeſt; but if the points are equal, neither can count: it is the

ſame

ſame when the two players have equal tierces, quarts, quints, &c.

The points, the tierces, quarts, quints, &c. are to be ſhewn on the table, that their value may be ſeen and reckoned; but you are not obliged to ſhow quatorzes, or three aces, kings, &c.

After each has examined his game, and the eldeſt, by the queſtions he aſks, ſees every thing that is good in his hand, he begins to reckon. The *carte blanche* is firſt reckoned, then the point, then the ſequences, and laſtly the quatorzes, or threes of aces, kings, &c. after which he begins to play his cards, for each of which he counts one, except it is a nine or an inferior one.

After the elder hand has led his firſt card, the younger ſhews his point, if it is good, alſo the ſequences, quatorzes, or threes of aces, kings, &c. or *carte blanche* if he has it; and having reckoned them altogether, he takes the firſt trick if he can with the ſame ſuit, and counts one for it; if he cannot, the other turns the trick and continues; and when the younger hand can take the trick, he may lead which ſuit he pleaſes.

To play the cards well, you muſt know the ſtrength of your game, that is, by your hand you ſhould know what your opponent has diſcarded, and what he retains. To do this,

this, be particularly attentive to what he ſhows and reckons.

As there are no trumps at piquet, the higheſt card of the ſame ſuit wins the trick.

If the elder hand has neither point, or any thing to reckon, he begins to count from the card he plays, which he continues till his adverſary wins a trick, who then leads in his turn. He who wins the laſt trick counts two. When the tricks are equal neither party counts for them.

Calculations, illuſtrating how to diſcard any Hand well.

THE chance of an elder hand's taking in one certain card, is three to one againſt him.

That of his taking in two certain cards, is eighteen to one againſt him.

I would know what are the odds that an elder hand takes in four aces?

	Agſt. him.	for him.
Anſ. That he takes in 4 aces, is ——	986 to	1
At leaſt 3 of them, is about	33 to	1
2 of them ——	3 to	1
1 of them ——	2 to	5

If

If an elder hand has one ace dealt him, what are the odds that he takes in the other three?

	Agſt. him.	for him.
Anſ. That he takes in the 3 aces —	113 to	1
At leaſt 2 of them, about	6 to	1
1 of them ——	2 to	3

If an elder hand has two aces dealt him, what are the odds that he takes in the other two?

	Agſt. him.	for him.
Anſ. That he takes in the other 2 aces, is	18 to	1
At leaſt 1 of them, is near 5 to 4 againſt him, or	21 to	17

In caſe the elder hand has two aces and two kings dealt him, what are the odds that he takes in either the two aces or two kings remaining?

	Agſt. him.	for him.
Anſ. It is about ——	17 to	2

Elder hand having neither ace nor king dealt him, what is his chance to take in both an ace and a king in 2, 3, 4, or 5 cards?

	Agſt. him.	for him.
Aeſ. In 2 cards, is about	11 to	1
In 3 cards ——	4 to	1
In 4 cards ——	9 to	5
In 5 cards ——	33 to	51

What

What are the odds that a younger hand takes in two certain cards?

	Agſt. him.	for him.
Anſ. —— ——	62 to	1

What are the odds that a younger hand takes in three certain cards?

	Agſt. him.	for him.
Anſ. —— ——	1139 to	1

The younger hand having no ace dealt him, what chance has he for his taking one?

	Agſt. him.	for him.
Anſ. It is — —	28 to	29

If the younger hand has one ace dealt him, what are the odds of his taking in one or two of the three remaining aces?

	Agſt. him.	for him.
Anſ. That he takes in two of them, is about	21 to	1
At leaſt one of them —	3 to	2

What are the odds that the younger hand takes in one certain card?

	Agſt. him.	for him.
Anſ. That he does not take it in, is —	17 to	3

What are the odds of a *carte blanche?*

	Agſt. him.	for him.
Anſ. —— ——	1791 to	1

Calcu-

Calculations for betting, from Mr. HOYLE.

IT is five to four that the elder hand wins the game.

It is about two to one that the elder hand does not lurch the younger hand.

It is near four to one that the younger hand does not lurch the elder hand.

Suppoſe A *and* B *make a Party at Piquet.*

A has the hand; what are the odds that *A* wins the party?

Anſ. About twenty-three to twenty.

If *A* has one game, and *B* one game, he who is eldeſt hand has above five to four to win the party.

If *A* has two games love before they cut for the deal, the odds are above four to one that he wins the party.

If *A* has two games love, and *A* has the hand, the odds are about five to one that he wins the party.

If *B* has the hand when *A* is two love, the odds in favour of *A* are about three and a half to one.

If *A* has two games, and *B* one, before they cut, the odds in favour of *A* are about two to one.

If *A* has the hand, and two games to one, the odds are about eleven to four.

If

If *B* has the hand, when *A* is two games to one, the odds in favour of *A* are about nine to five.

If *A* is one game love, and elder hand, the odds in favour of *A* are about ſeventeen to ſeven.

If *A* has one game love, and younger hand, the odds in favour of *A* are about two to one.

THE GAME OF MATRIMONY

IS played with an entire pack of cards, by twelve or fourteen perſons, and not leſs than five. The game conſiſts of five chances, viz.

Matrimony, which is king and queen.

Confederacy, king and knave.

Intrigue, queen and knave.

Pair, two aces, or two kings, &c. and

Beſt, which is the ace of diamonds, after which, any other ace is ſo conſidered, then king, &c.

Theſe

Theſe different chances muſt be marked on a ſheet of paper or board, thus:

Each player has a number of counters; the dealer then puts as many of them as he pleaſes, on either, or all of theſe different chances, and the reſt of the players muſt ſtake the ſame number of counters but one: that is, ſuppoſe the dealer puts on a dozen, the other players put on eleven. This done, the dealer gives each perſon two cards, beginning with the one on his left, who is eldeſt hand. He then deals round again one card to each, which he turns up. The perſon who has the ace of diamonds turned up, takes the whole pool. Obſerve, that the ace of diamonds in hand is of no more value than any other card. If the ace of diamonds

is not turned up, each perſon diſcovers their cards, and if they have matrimony, confederacy, &c. each draws whatever number of counters there may be on that point. Obſerve, in caſe two parties ſhould have matrimony, confederacy, &c. the elder hand wins.

THE GAME OE LANSQUENET.

THIS game may be played by almoſt any number of people, although only one pack of cards is uſed at a time, that is to ſay, during the deal. The dealer, whom ſome think has an advantage, begins by ſhuffling the cards, and having them cut by any other perſon of the party; he deals out two cards on his left-hand, turning them up: then one for himſelf, and a fourth, which he places in the middle of the table, for the company, called the *rejouiſſance* card. Upon this card any, or all the company, except the dealer, may put their money, which the dealer is obliged to anſwer, by ſtaking an equal ſum to the whole that is put upon it by different perſons. He continues dealing, and turning the cards upwards, one by one, till two of a

ſort appear: for inſtance, two aces, two deuces, &c. which in order to ſeparate, and that no perſon may miſtake for ſingle cards, he places on each ſide of his own card; and as often as two, three, or the fourth card of a ſort come up, he always places them, as before ſaid, on each ſide his own. Any ſingle card the company has a right to take and put their money upon, unleſs the dealer's own card happens to be double, which often occurs by this card being the ſame as one of the two hand cards which he firſt of all dealt out on his left-hand: thus he continues dealing till he brings either their cards, or his own. As long as his own card remains undrawn he wins; and which-ever card comes up firſt, loſes. If he draws, or deals out the two cards on his left, which are called the hand-cards, before his own, he is entitled to deal again; the advantage of which is no other, than his being exempted from loſing when he draws a ſimilar card to his own immediately after he has turned up one for himſelf.

This game is often played more ſimply without the *rejouiſſance* card, giving every perſon round the table a card to put their money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

It ſhould likewiſe be obſerved, that the ſum to be placed upon any card, or number of cards, is ſometimes limited, above which the dealer is not obliged to anſwer.

THE GAME OF QUINZE.

THIS is a French game, and its title implies *fifteen*, which is made as follows:

Firſt the cards muſt be ſhuffled by the two players, as that is the uſual number who play at this game. After they have cut for the deal, which is determined by the loweſt card, the dealer is authoriſed to ſhuffle them again; after this the adverſary cuts them, when the dealer gives one card to his opponent, and another to himſelf. Should the dealer's adverſary not approve of his cards, he is entitled to have as many cards given him ſucceſſively, as will make fifteen, or come neareſt to that number, which are commonly given from the top of the pack. Example: If he ſhould have a deuce, and draws a five, which amount to ſeven, he muſt continue going on, in expectation of coming nearer fifteen, ſhould he draw an eight, which make juſt fifteen,

fifteen, he, as eldeſt hand, is certain of winning the game; but ſhould he over-draw himſelf, and make more than fifteen, he loſes, unleſs the dealer ſhould do the ſame, which circumſtance conſtitutes a draw game, and they conſequently double the ſtakes; thus perſevering till one of them wins the game, by ſtanding and being neareſt fifteen. Upon the cloſe of each game, the cards are packed and ſhuffled, when the players again cut for deal, the advantage being invariably for the elder hand.

THE GAME OF CHESS.

THE game is played by two perſons, upon a board containing ſixty-four ſquares, with figures, or pieces, made of ivory, or wood, called kings, queens, biſhops, knights, officers, rooks, and pawns.

Directions for placing the Pieces, and Rules for moving them, &c.

THE king and his officers, being eight pieces, are placed upon the firſt line of the

board, the white corner of it being towards your right-hand.

The white king muſt be upon the fourth black ſquare. The black king upon the fourth white ſquare: oppoſite to each other.

The white queen muſt be upon the fourth white ſquare, on the left of her king. The black queen upon the fourth black ſquare, on the right of her king.

The biſhops muſt be placed on each ſide of the king and queen.

The knights muſt ſtand on each ſide of the biſhops.

The rooks in the two corners of the board, next to the knights.

The eight pawns to be placed upon the eight ſquares of the ſecond line.

The pieces, and pawns, on the ſide of the king, take their names from him, as thoſe on the ſide of the queen do from her, and are called the pawns of the biſhop of the king, of the biſhop, or of the queen, &c.

The ſquares are named from the pieces, viz. Where the king ſtands, is called the ſquare of the king; where his pawn ſtands, is called the ſecond ſquare of the king; that before the pawn is called the third ſquare of the king, that beyond it is called the fourth ſquare of the king, and ſo of all the reſt.

The king moves every way, but only one ſquare at a time.

The

The king may leap once in the game, either on his own ſide, or on the ſide of his queen, (viz. the rook is moved into the next ſquare to the king; and the king moves to the ſquare on the other ſide of him, which is alſo called caſtling) provided no piece is between him and the rook; nor after this rook hath been moved; nor after the king hath been moved; nor when the king is in check; nor when the ſquare, over which he means to leap, is viewed by an adverſe man, who would check him in his paſſage.

The kings muſt always be one ſquare diſtant from each other.

The queen hath the move of the rook, and the biſhop. She moves in a ſtraight line, and alſo angularly.

The biſhops move only angularly.

The knights move obliquely, upon every third ſquare, including that which they ſtood on, from black to white, and from white to black, over the heads of the men.

The rooks move in a right line.

A pawn moves in a ſtraight line forward, and takes the enemy angularly. He may be moved two ſquares the firſt move.

If the ſquare over which your pawn leaps, is viewed by a contrary man, that man may take the pawn in his paſſage, and then he muſt

place himſelf in the ſquare over which the pawn leaps.

After the firſt move, a pawn can only move one ſquare at a time. All the reſt of the men move forward or backward.

When a pawn gets at the head of the board upon the firſt line of the adverſary, he may be changed for any one of the pieces, which you have loſt in the courſe of the game.

The men take the adverſary's men, who ſtand in their way, provided the road lies open to them; or they may refuſe it if they think proper.

You muſt ſet down your men in the ſame ſquare in which you take the contrary man.

The men can move the whole length or breadth of the board, or from one angle to the other, except the king, knights, and pawns.

When the adverſary king is in a ſituation to be taken by you, you muſt ſay *check* to him; by which you give him warning to defend himſelf, either by changing his place, or by covering himſelf with one of his own men, or by taking the man who aſſaults him: if he can do none of theſe things he is *check-mated.*

The king cannot change his ſquare, if he, by ſo doing, goes into check.

When

When the king has no man whom he can play, and is not in check, yet is ſo blocked up that he cannot move without going into check, this poſition is called a *ſtale-mate*. In this caſe the king who is ſtale-mated wins the game.

The Laws of Cheſs.

IF you touch your man you muſt play it, and if you quit it, you cannot re-call it.

If by miſtake, or otherwiſe, you play a falſe move, and your adverſary takes no notice of it till he has played his next move, neither of you can re-call it.

If you miſplace your men, and play two moves, your adverſary is entitled to chooſe whether he will permit you to begin the game or not.

If your adverſary plays, or diſcovers a check to your king, and gives no notice of it, you may let him ſtand ſo till he gives notice.

After your king has moved you cannot caſtle.

Maxims for playing, with Obſervations from Mr. HOYLE.

YOU ought to move your pawns before you ſtir your pieces, and afterwards to bring out

out your pieces to ſupport them; therefore the kings, queens, and biſhops' pawns ſhould be the firſt played, in order to open your game well.

You are not, therefore, to play out any of your pieces early in the game, becauſe you thereby loſe moves, in caſe your adverſary has it in his power, by playing a pawn upon them, to make them retire, and alſo opens his game at the ſame time; eſpecially avoid playing your queen out, till your game is tolerably well opened.

Avoid giving uſeleſs checks, and never give any, unleſs you thereby gain ſome advantage, becauſe you may loſe the move if he can either take or drive your piece away.

Never crowd your game by having too many pieces together, for fear of choaking up your paſſage, ſo as to hinder your advancing or retreating your men as occaſion may require.

If your game happens to be crowded, endeavour to free it by making exchange of pieces or pawns, and caſtle your king as ſoon as you conveniently can.

Endeavour to crowd the adverſary's game, which is to be done thus: when he plays out his pieces before he does his pawn, you are to attack them as ſoon as you can with your pawns, by which you may make him loſe moves, and conſequently crowd him.

Never

Never attack the adverſary's king without a ſufficient force; and if he attacks your king, and you have it not in your power to attack his, you are to offer exchanges with him; and if he retires, when you preſent a piece to exchange, he may loſe a move, and conſequently you gain an advantage.

Play your men in ſo good guard of one another, that if any man you advance be taken, the adverſe piece may alſo be taken by that which guarded your's; and for this purpoſe be ſure to have as many guards to your piece, as you ſee your adverſary advances pieces upon it; and if you can, let them be of leſs value than thoſe he aſſails with. If you find that you cannot well ſupport your piece, ſee if, by attacking one of his that is better, or as good, you cannot thereby ſave your own.

Never make an attack but when well prepared for it, nor give uſeleſs checks, for thereby you open your adverſary's game, and make him ready prepared to pour in a ſtrong attack upon you, as ſoon as your weak one is over.

Never play any man till you have examined whether you are free from danger by your adverſary's laſt move; nor offer to attack till you have conſidered what harm he would be able to do you by his next moves, in conſequence of your's, that you

may

may prevent his deſigns, if hurtful, before it be too late.

When your attack is in a proſperous way, never be diverted from purſuing your ſcheme (if poſſible) on to giving him mate, by taking any piece, or other advantage, your adverſary may purpoſely throw in your way, with the intent, that by your taking that bait, he might gain a move that would make your deſign miſcarry.

When you are purſuing a well-laid attack, but find it neceſſary to force your way through your adverſary's defence, with the loſs of ſome pieces; if, upon counting as many moves forward as you can, you find a proſpect of ſucceſs, ruſh on boldly, and ſacrifice a piece or two to gain your ends: theſe bold attempts make the fineſt games.

Never let your queen ſtand ſo before your king, as that your adverſary, by bringing a rook or a biſhop, might check your king if ſhe were not there, for you might hardly chance to ſave her.

Let not your adverſary's knight (eſpecially if duly guarded) come to check your king and queen, or your king and rook, or your queen and rook, or your two rooks, at the ſame time; for in the two firſt caſes, the king being forced to go out of check, the queen or the rook muſt be loſt; and in the two laſt caſes,

caſes, a rook muſt be loſt, at beſt, for a worſe piece.

Take care that no guarded pawn of your adverſary's fork two of your pieces.

When the kings have caſtled on different ſides of the board, the adverſary muſt advance upon the other king the pawns he has on that ſide of the board, taking care to bring his pieces, eſpecially his queen and rooks, to ſupport them; and the king that has caſtled is not to ſtir his three pawns till forced to it.

In playing the game, endeavour to have a move as it were in ambuſcade; what is meant by it is, to place the queen, biſhop, or rook, behind a pawn, or a piece, in ſuch a manner, as that upon playing that pawn, or piece, you diſcover a check upon your adverſary's king, and conſequently may often get a piece, or ſome other advantage, by it.

Never guard an inferior piece with a better, if you can do it with a pawn, becauſe that better piece may in that caſe be, as it were, out of play; for the ſame reaſon, you ought not to guard a pawn with a piece, if you have it in your power to guard it with a pawn.

A pawn paſſed, and well ſupported, often coſts the adverſary a piece. And if you play to win the game only, whenever you have gained a pawn, or any other advantage, and are not in danger of loſing the move thereby,

make as frequent exchanges of pieces as you can.

If you have three pawns each upon the board, and no piece, and you have one of your pawns on one ſide of the board, and the other two on the other ſide, and your adverſary's three pawns are oppoſite to your two pawns, march with your king as ſoon as you can, to take his pawns; and if he goes with his king to ſupport them, go on to queen with your ſingle pawns; and if he goes to hinder him, take his pawns, and puſh the others to queen. This ſhews the advantage of a paſſed pawn.

At the latter end of a game, each party having only three or four pawns on different ſides of the board, the kings are to endeavour to gain the move, in order to win the game. For example: If you bring your king oppoſite to your adverſary's king, with only one houſe between you, you will have gained the move.

When your adverſary has his king and one pawn on the board, and you have your king only, you will never loſe that game, if you can bring your king to be oppoſite to your adverſary's, when he is immediately either before or on one ſide of his pawn, and there is only one houſe between the kings.

When your adverſary has a biſhop and one pawn on the rook's line, and his biſhop

is not of the colour that commands the corner-houſe his pawn is going to, and you have only your king, if you can get into that corner, you cannot loſe that game, but may win it by a ſtale.

When you have greatly the diſadvantage of the game, having only your queen left in play, and your king happens to be in the poſition of ſtale-mate, keep giving check to your adverſary's king, always taking care not to check him where he can interpoſe any of his pieces that make the ſtale; ſo doing, you will at laſt force him to take your queen, and then you win the game by being in a ſtale-mate.

Never cover a check with a piece that a pawn puſhed upon it may take, for fear of only getting that pawn for it.

Always take care that your adverſary's king has a move, for fear of giving a ſtale-mate; therefore do not crowd him up with your pieces, leſt you inadvertently give one.

Illuſtrations and Applications of ſome of the preceding Maxims and Obſervations, from Mr. HOYLE.

WHETHER you play the open game, or the cloſe game, be ſure you bring out all your pieces into play before you begin to

attack; for if you do not, and your adverſary does, you will always attack, or be attacked, at a great diſadvantage: this is ſo eſſential, that you had better forego an advantage than deviate from it; and I may venture to pronounce, that no perſon can ever play well at this game, that does not put this rule ſtrictly in practice: and do not let any body imagine, that theſe preparatory moves are uſeleſs, becauſe he does not receive an immediate advantage from them; they are juſt as neceſſary, as it is at whiſt to deal thirteen cards round before you begin to play. In order to bring out your pieces properly, I would adviſe to puſh on your pawns firſt, and ſupport them with your pieces; and you will receive this advantage from it, that your game will not be crowded: I mean by this, that all your pieces will be at liberty to play and aſſiſt each other, and ſo co-operate towards obtaining your end: and this farther is to be obſerved, that, either in your attack, or defence, you bring them out ſo as not to be drove back again.

When you have brought out all your pieces, as I have premiſed, which you will have done very well, eſpecially if you have your choice on which ſide to caſtle, (which I would always adviſe to do) I would then pauſe a while, and conſider thoroughly my own and my adverſary's game, and from his ſituation,

ſituation, and obſerving where he is weakeſt, I would not only take my reſolution where to caſtle, but likewiſe where to begin my attack; and it ſtands to reaſon you cannot do it in a better place than where you are ſtrongeſt, and your enemy weakeſt. By this method, it is very probable that you will be able to break through your adverſary's game, in which fray ſome pieces muſt of courſe be exchanged. But now pauſe again, and ſurvey both games attentively, and do not let your impetuoſity hurry you on too far with this firſt ſucceſs; and my advice to you now in this critical juncture, (eſpecially if you ſtill find your adverſary pretty ſtrong) is to rally your men again, and put them in good order for a ſecond or third attack, if needful, ſtill keeping your men cloſe and connected together, ſo as to be of uſe to each other: for want of this method, and a little coolneſs, I have often ſeen an almoſt ſure victory ſnatched out of a player's hands, and a total overthrow enſue. But if, after all, you cannot penetrate ſo far as to win the game, nevertheleſs, by obſerving theſe directions, I apprehend you may ſtill be very ſure of having a well-diſpoſed game; and this brings me to the third part of the game, which is the concluſion.

And now that I am come to the laſt period of the game, which abounds alſo with diffi-

culties and niceties, it muſt be obſerved, when your pawns are ſtrongeſt, beſt connected together, and neareſt to queen, you muſt likewiſe mind how your adverſary's pawns are diſpoſed, and in what degree of preferment they are, and compare theſe things together; and if you find you can get to queen before him, you muſt proceed without heſitation; if not, you muſt hurry on with your king to prevent him: I ſpeak now, as ſuppoſing all the noblemen are gone; if not, they are to attend your pawns, and likewiſe to prevent your adverſary from going to queen.

General Rules, from Mr. HOYLE.

DO not be too much afraid of loſing a rook for an inferior piece: my reaſon is this; although a rook is better than any other, except the queen, yet it ſeldom comes into play, ſo as to operate, until the end of the game; and therefore it happens very often, that it is better to have a leſs good piece in play than a better out.

When you have moved a piece, ſo that your adverſary drives you away with a pawn, take it for granted (generally ſpeaking) that it is a bad move, your enemy gaining that double advantage over you of advancing himſelf,

himſelf, and making you retire: I think this deſerves attention; for although the firſt move may not be much, between equal and good players, yet the loſs of one or two more, after the firſt, makes the game almoſt irretrievable. Alſo, if you defend and can recover the move, or the attack, (for they both go together) you are in a fair way of winning.

If you make ſuch a move as that, having liberty to play again, you can make nothing of it, take it for granted it is an exceeding bad one; for at this nice game no move can be indifferent.

If your game is ſuch, that you have ſcarce any thing to play, it is your own fault, either for having brought out your pieces wrong, or, which is worſe, not at all; for if you have brought them out right, you muſt have variety enough to play.

Do not be too much afraid of doubling a pawn; three pawns together are ſtrong, but four, that make a ſquare, with the help of other pieces well managed, make an invincible ſtrength, and probably, in time of need, may produce you a queen: on the other ſide, two pawns, with an interval between, are no better than one; and if, imprudently, you ſhould have three over each other in a line, your game cannot be in worſe ſituation. Examine this on the table, and the truth of

it

it will ſtrike you. Your buſineſs therefore is, to keep your pawns cloſe cemented and connected together; and it muſt be great ſtrength on the other ſide that can overpower them.

When a piece is ſo attacked as that you cannot ſave it, give it up, and beſtow your thoughts how to annoy your enemy in another place, whilſt he is taking it; for it very often happens, that whilſt your adverſary is running madly after a piece, you either get a pawn or two, or ſuch a ſituation as ends in his deſtruction.

Suppoſing your queen and another piece are attacked at the ſame time, and that by removing your queen you muſt loſe your piece: in this caſe, if you can get two pieces in exchange for your queen, I would adviſe you rather to do it than retire; for obſerve, it is the difference of three pieces, which is more than the worth of the queen; beſides that you keep your game entire, and preſerve your ſituation, which very often is better than a piece; nay, rather than retire, I would give my queen for a piece, and a pawn or two, nay, almoſt for what I can get; for do but obſerve, amongſt good players, this one thing, (to convince you this advice is not bad) that when the attack and defence is thoroughly formed, and every thing prepared for the ſtorm, if he that plays

firſt

firſt is obliged, by the act of the perſon that defends, to retire, it generally ends in the loſs of the game of the attacked ſide.

Do not aim at changing without reaſon; it is ſo far from being right, that a good player will take this advantage of it, that he will ſpoil your ſituation and mend his own: but in theſe following caſes it is quite right; when you are ſtrongeſt, eſpecially by a piece, then every time you change your advantage increaſes; this is ſo plain it needs no argument. Again, when you have played a piece, and your adverſary oppoſes one to you, change directly, for it is plain he wants to remove you; prevent him, therefore, and do not loſe the move.

Every now and then I would have you caſt up your game, and make the balance, then take your meaſures accordingly.

At the latter end of the game eſpecially, remember your king is a capital piece, and do not let him be idle; it is by his means, generally, you get the move and the victory.

Obſerve this alſo, that as the queen, rook, and biſhop, operate at a diſtance, it is not always neceſſary in your attack to have them near your adverſary's king; they do better at a diſtance, cannot be drove away, and prevent a ſtale-mate.

When you have a piece that you can take, and that cannot eſcape you, do not be in a hurry;

hurry; ſee where you can make a good move elſewhere, and take it at your leiſure.

It is not always right to take your adverſary's pawn with your king, for very often it happens to be a ſafeguard and protection to your king.

When you can take a man with different pieces, do not do it with the firſt that occurs, but conſider thoroughly with which you had beſt take it.

THE GAME OF BACK-GAMMON.

THIS game is played by two perſons, upon a table divided into two parts, and marked with twenty-four lines, alternately black and white. Each perſon has alſo fifteen men, the one ſet black and the other white.

Directions for arranging the Men, with Obſervations.

If you determine to play into the right hand table, you muſt place two men upon the

the ace—point, in your adverſary's table, five upon the ſix-point in the oppoſite table; three upon the five, or cinque-point in the hithermoſt table, and five on the ſix-point in your own table. Theſe men, in playing, are all to be brought round into your own table, and the number of points you are to play each time is determined by the number thrown with a pair of dice.

The firſt beſt throw upon the dice is *aces*, as it ſtops the ſix-point in the outer table, and ſecures the five or cinque-point in your own, by which your adverſary cannot take his two men from your ace point, either with fours, fives, ſixes, five and four, ſix and four, or ſix and five.

The Laws of Back-Gammon.

IF you remove a man from any point, that man muſt be played; the ſame muſt be done if two men are removed.

Till a man is placed upon a point and quitted, it is not underſtood to be played.

No penalty is attached to playing with fourteen men, becauſe, playing with a leſſer number than you are entitled to is a diſadvantage, as you have not the additional man to make up your tables.

If

If you bear any number of men before you have entered a man taken up, ſuch men ſo borne muſt be entered in your adverſary's tables, as well as the man taken up by him.

If you miſtake a throw, and play it, and your adverſary has alſo thrown, it cannot be altered but by mutual agreement.

Calculations illuſtrating the different Chance on the DICE.

THE number of chances on two dice are thirty-ſix, as follows:

2 ſixes -	1	5 and 3 twice -	2
2 fives, or cinques	1	5 and 2 do. -	2
2 fours, or quatres	1	5 and 1 do. -	2
2 threes, or trois	1	4 and 3 do. -	2
2 twos, or deuces	1	4 and 2 do. -	2
2 ones, or aces	1	4 and 1 do. -	2
6 and 5 twice -	2	3 and 2 do. -	2
6 and 4 do. -	2	3 and 1 do. -	2
6 and 3 do. -	2	2 and 1 do. -	2
6 and 2 do. -	2		
6 and 1 do. -	2		18
5 and 4 do. -	2		18
	18	Total of chances, on 2 dice -	36

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It

It ſhould be obſerved that for every doublet you throw, in bringing your men into your own table, you reckon double the number of points. Thus, if you throw ſixes, which are twelve points, you play four and twenty, and in bearing the men, entitles the thrower to bear four.

You are entitled to throw eight points every time, as the following table will demonſtrate.

2 aces -	4	5 & 3 twice	16		
2 deuces -	8	5 & 2 do.	14		
2 trois -	12	5 & 1 do.	12		
2 quatres -	16	4 & 3 do.	14		
2 cinques -	20	4 & 2 do.	12		
2 ſixes -	24	4 & 1 do.	10		
6 and 5 twice	22	3 & 2 do.	10		
6 and 4 do.	20	3 & 1 do.	8		
6 and 3 do.	18	2 & 1 do.	6		
6 and 2 do.	16				
6 and 1 do.	14		102		
5 and 4 do.	18		192		
	192	Divided by 36	294 288		Points. 8
			6		

By the following table, the chance of throwing any certain die is demonſtrated.—Suppoſe you want an ace, it is 25 to 11 againſt your throwing it, as thus:

2 aces -	1	4 and 1 twice -	2
6 and 1 twice -	2	2 and 1 do. -	2
5 and 1 do. -	2		—
3 and 1 do. -	2		4
	—		7
	7		—
		Total	11
		Which deducted from	36
			—
			25
			—

The odds of entering a man, upon 1, 2, 3, 4, or 5 points, are as follows:

		for.	againſt.		for.	againſt.
To enter it	upon 1 point is	11	to 25	or about	4	to 9
	upon 2 points	20	16		5	4
	upon 3 points	27	9		3	1
	upon 4 points	32	4		8	1
	upon 5 points	35	1		35	1

The

The odds of hitting, with any chance, in the reach of a ſingle die, are as follows:

To hit		is	for.	againſt.	or about	for.	againſt.
	upon 1		11	to 25		4	to 9
	upon 2		12	24		1	2
	upon 3		14	22		2	3
	upon 4		15	21		5	7
	upon 5		15	21		5	7
	upon 6		17	19		$8\frac{1}{2}$	$9\frac{1}{2}$

The odds of hitting with double dice are as follows:

To hit		is	for.	againſt.	or about	for.	againſt.
	upon 7		6	to 30		1	to 5
	upon 8		6	30		1	5
	upon 9		5	31		1	6
	upon 10		3	33		1	11
	upon 11		2	34		1	17
	upon 12 (or 2 6's)		1	36		1	35

Maxims for Learners.

IF you play three up at back-gammon, your principal view, in the firſt place, is, either to ſecure your own or your adverſary's cinque-point; when that is effected, you may play a puſhing game, and endeavour to gammon your adverſary.

The next beſt point (after you have gained your cinque-point) is to make your barr-point, thereby preventing your adverſary's running with two ſixes.

After you have proceeded thus far, you are, in the next place, to prefer the making your quatre point in your own tables, rather than the quatre-point out of them.

Having gained theſe points, you have a fair chance to gammon your adverſary, if he is very forward; for, ſuppoſe his tables are broke at home, it will be then your intereſt to open your barr-point, and to oblige him to come out of your tables with a ſix; and having your men ſpread, you not only may catch that man which your adverſary brings out of your tables, but you will alſo have a probability of taking up the man left in your tables (upon ſuppoſition that he had two men there.) And ſuppoſe he ſhould have a blot at home, it will then be your intereſt not to make up your tables; becauſe, if he ſhould enter upon a blot, which you are to make for the purpoſe, you will have a probability of getting a third man; which, if accompliſhed, will give you, at leaſt, four to one of the gammon; whereas, if you have only two of his men up, the odds are in his favour that you do not gammon him.

If

If you play for a hit only, one or two men taken up of your adverſary's, makes it ſurer than a greater number, provided that your tables are made up.

When you carry your men home, in order to loſe no point, you are to carry the moſt diſtant man to your adverſary's barr-point, that being the firſt ſtage you are to place it on; the next ſtage is ſix points farther, viz. in the place where your adverſary's five men are firſt placed out of his tables; the next ſtage is upon the ſixth point in your tables. This method is to be purſued till your men are brought home, except two, when by loſing a point, you may often ſave your gammon, by putting it in the power of two fives, or two fours, to ſave it.

If you play to win a hit only, you are to endeavour to gain either your own or your adverſary's cinque-point; and if that fails, by your being hit by your adverſary, and you find that he is forwarder than you, in that caſe you muſt throw more men into his tables. The manner of doing it is thus: put a man upon your cinque or barr-point, and if your adverſary neglects to hit it, you may then gain a forward game, inſtead of a back game; but if he hits you, you muſt play for a back game, and then the greater number of men which are taken up makes your game the better, becauſe you will, by

that means, preſerve your game at home; and you muſt then always endeavour to gain both your adverſary's ace and trois-points, or his ace and deuce-points, and take care to keep three men upon his ace point, that if you chance to hit him from thence, that point may remain ſtill ſecure to you.

At the beginning of a ſet do not play for a back game, becauſe by ſo doing you would play to a great diſadvantage, running the riſk of a gammon to win a ſingle hit.

RULES *for playing the different Chances of the Dice, at the Commencement of the Game, for a* GAMMON, *or for a* HIT.

TWO aces, to be played on your cinque-point and barr-point, for a gammon or for a hit.

Two ſixes, to be played on your adverſary's barr-point, and on your own barr-point, for a gammon, or for a hit.

*Two trois, two to be played on your cinque-point, and the other two on your trois-point in your own tables, for a gammon only.

†Two deuces, to be played on your quatre-point in your own tables, and two to be brought

brought over from the five men placed in your adverſary's tables, for a gammon only.

‡Two fours, to be brought over from the five men placed in your adverſary's tables, and to be put upon the cinque-point in your own tables, for a gammon only.

Two fives, to be brought over from the five men placed in your adverſary's tables, and to be put upon the trois-point in your own tables, for a gammon, or for a hit.

Seize-ace, you are to take your barr-point, for a gammon, or for a hit.

Seize-deuce, a man to be brought from the five men placed in your adverſary's tables, and to be placed on the cinque-point in your own tables, for a gammon, or for a hit.

Six and three, a man to be brought from your adverſary's ace-point, as far as he will go, for a gammon, or for a hit.

Six and four, a man to be brought from your adverſary's ace-point, as far as he will go, for a gammon, or for a hit.

Six and five, a man to be carried from your adverſary's ace-point, as far as he can go, for a gammon, or for a hit.

Cinque and quatre, a man to be carried from your adverſary's ace-point, as far as he can go, for a gammon, or for a hit.

Cinque-trois, to make the trois-point in your table, for a gammon, or for a hit.

Cinque-

Cinque-deuce, to play two men from the five placed in your adverſary's tables, for a gammon, or for a hit.

*Cinque-ace, to bring one man from the five placed in your adverſary's tables for the cinque, and to play one man down on the cinque-point in your own tables for the ace, for a gammon only.

Quatre-trois, two men to be brought from the five placed in your adverſary's tables, for a gammon, or for a hit.

Quatre-deuce, to make the quatre-point in your own tables, for a gammon, or for a hit.

†Quatre-ace, to play a man from the five placed in your adverſary's tables for the quatre, and for the ace to play a man down upon the cinque-point in your own tables, for a gammon only.

Trois-deuce, two men to be brought from the five placed in your adverſary's tables, for a gammon only.

Trois-ace, to make the cinque-point in your own tables, for a gammon, or for a hit.

*Deuce-ace, to play one man from the five men placed in your adverſary's tables for the deuce; and for the ace, to play a man down upon the cinque-point in your own tables, for a gammon only.

RULES *for playing the Chances marked* (*) *when for a* HIT *only.*

*TWO trois, two of them are to be played on your cinque-point in your own tables, and with the other two you are to take the quatre-point in your adverſary's tables.

†Two deuces, two of them are to be played on your quatre-point in your own tables, and with the other two you are to take the trois-point in your adverſary's tables.

The two foregoing caſes are to be played in this manner, for this reaſon, viz. that thereby you avoid being ſhut up in your adverſary's tables, and have the chance of throwing high doublets, to win the hit.

*Two fours, two of them are to take your adverſary's cinque-point in his tables; and for the other two, two men are to be brought from the five placed in your adverſary's tables.

*1. Cinque-ace, play the cinque from the five men placed in your adverſary's tables, and play the ace from your adverſary's ace point.

*2. Quatre-ace, play the quatre from the five men placed in your adverſary's tables, and play the ace from the men on your adverſary's ace-point.

*3. Deuce-

*3. Deuce-ace, play the deuce from the five men placed in your adverſary's tables, and play the ace from your adverſary's ace-point.

N. B. The three laſt chances are played in this manner, for the following reaſon:—by laying an ace down in your adverſary's tables, you have a probability of throwing deuce-ace, trois-deuce, quatre-trois, or ſeize-cinque, in two or three throws; in any of which caſes you are to take a point, which gives you vaſtly the better of the hit.

You may obſerve, by the directions given in this chapter, that you are to play nine chances out of the thirty-ſix in a different manner, for a ſingle hit, to what you would do when playing for a gammon.

Particular DIRECTIONS *for playing, with* OBSERVATIONS.

BY the directions given to play for a gammon, you are voluntarily to make ſome blots, the odds being in your favour that they are not hit; but ſhould it ſo happen that any blot is hit, as in this caſe you will have three men in your adverſary's tables, you muſt then endeavour to ſecure your adverſary's cinque, quatre, or trois-point, to prevent

vent a gammon, and muſt be very cautious how you ſuffer your adverſary to take up a fourth man.

Take care not to crowd your game at any time, if poſſible. What is meant by crowding a game, is the putting many men either upon your trois or deuce-point in your own tables; which is, in effect, loſing of thoſe men by not having them in play.

Beſides, by crowding your game, to attempt to ſave a gammon, you are often gammoned; becauſe, when your adverſary finds your game open, by being crowded in your own tables, he may then play his game as he thinks fit.

By recourſe had to the calculations, you may know what are the odds of your entering a ſingle man upon any certain number of points, and by that means you may play your game accordingly.

If you are obliged to leave a blot, by recourſe had to the calculations for hitting it, you will find the chances for and againſt you, and conſequently you will be enabled to judge how to play your game to the greateſt advantage.

You will alſo find by the calculations the odds for and againſt you, upon being hit by double dice, and conſequently you will have it in your power to chooſe ſuch a method of play as is moſt to your advantage.

If it is neceſſary to make a run, in order to win a hit, and you would know to a point which is forwardeſt, your adverſary, or you, take the following method:

Begin with reckoning how many points you muſt have to bring home to your ſeize-point in your own tables the man that is at the greateſt diſtance from it, and do the like by every other man that is abroad; when the numbers of thoſe abſentees are ſummed up, add to them the following numbers for thoſe already on your own tables (ſuppoſing the men that were abroad as on your ſeize-point for bearing) namely, ſix for every man on the ſeize-point, five for every man on the cinque-point, four for every man on the quatre-point, three for every man on the trois-point, two for every man on the deuce-point, and one for every man on your ace-point. Do the like to your adverſary's game, and then you will know which of you is forwardeſt, and likelieſt to win the hit.

If your adverſary is greatly before you, never play a man from your quatre, trois, or deuce-points, in order to bear that man from the point where you put it, becauſe that nothing but high doublets can give you any chance for the hit: therefore, inſtead of playing an ace or a deuce from any of the aforeſaid points, always play them from your ſeize or higheſt point; by which means you will

will find, that throwing two fives, or two fours, will, upon having eaſed your ſeize and cinque-points, be of great advantage to you: whereas, had your ſeize-point remained loaded, you muſt, perhaps, be obliged to play at length thoſe fives and fours.

Whenever you have taken up two of your adverſary's men, and that you happen to have two, three, or more points made in your own tables, never fail ſpreading your men, in order either to take a new point in your tables, or to be ready to hit the man your adverſary may happen to enter. As ſoon as he enters one of his men, you are to compare his game with your's; and, if you find your game equal to his, or better, never fail taking his man up if you can, becauſe it is 25 to 11 againſt his hitting you; which chance being ſo much in your favour, you ought always to run that riſque, when you have already two of his men up.

There is this exception to this rule, that if you play for a ſingle hit only, and that your playing that throw otherwiſe gives you a better chance for the hit, you ought not to take up that man.

Never be deterred from taking up any one man of your adverſary's by the apprehenſion of his hitting you with double dice, becauſe the faireſt probability your adverſary has of hitting you, is 5 to 1 againſt him.

If you ſhould happen to have five points in your tables, and to have taken up one of your adverſary's men, and are obliged to leave a blot out of your tables, take care, if it is in your power, rather to leave it upon doublets, than any other chance, becauſe doublets are 35 to 1 againſt his hitting you, and any other chance is but 17 to 1 againſt him.

Two of your adverſary's men in your tables are better, for a hit, than any greater number, provided your game is forwardeſt; becauſe his having three or more men in your tables, gives him more chances to hit you, than if he had only two men in them.

If you are to leave a blot upon your entering of a man upon your adverſary's tables, or otherwiſe, and have it in your choice to leave it upon what point you pleaſe, always chuſe that which is the moſt diſadvantageous to him. To illuſtrate this by an example, let us ſuppoſe it is his intereſt to hit you, or take you up as ſoon as you enter, in that caſe you are to leave the blot upon his loweſt point; that is to ſay, upon his deuce-point, rather than upon his trois-point, or upon his trois-point preferably to his quatre-point, or upon his quatre-point preferably to his cinque-point; becauſe (as has been mentioned before) all the men your adverſary plays upon his trois or his deuce-points are deemed as loſt, being in a great meaſure out of play, thoſe

thoſe men not having it in their power to make his cinque-point, and conſequently his game will be crowded there and open elſewhere, whereby you will be able alſo much to annoy him.

To prevent your adverſary from bearing his men to the greateſt advantage, when you are running to ſave your gammon; as for inſtance, ſuppoſe you ſhould have two men upon his ace-point, and ſeveral other men abroad, though you ſhould loſe one point or two in putting your men into your tables, yet it is your intereſt to leave a man upon your adverſary's ace-point; which will have this conſequence, that it will prevent his bearing his men to his greateſt advantage, and will alſo give you the chance of his making a blot, which you may chance to hit. But if, upon a calculation, you find that you have a throw, or a probability of ſaving your gammon, never wait for a blot, becauſe the odds are greatly againſt hitting it.

CASES, *put by Way of Example, ſhewing how to calculate the Odds of ſaving or winning a Gammon.*

I. SUPPOSE your tables are made up, and that you have taken up one of your ad-

verſary's men; and ſuppoſe your adverſary has ſo many men abroad as require three throws to put them in his tables:

Quere. Whether you have the better of a gammon or not?

Anſwer. It is about an equal wager that you gammon him.

Becauſe, in all probability, you will have borne two men before you open your tables, and when you bear the third man, you will be obliged to open your ſeize or cinque-point; in that caſe it is probable, that your adverſary muſt take two throws before he enters his man in your tables, and two throws more before he puts that man into his own tables, and three throws more to put into his own tables the men which he has abroad, which in all make ſeven throws: and as you have twelve men to bear, theſe probably will take ſeven throws in bearing, becauſe you may twice be obliged to make an ace, or a deuce, before you can bear all your men.

N. B. No mention is made of doublets of either ſide, that event being equal to each party.

The foregoing caſe being duly attended to, ſhews it is in your power to calculate very nearly the odds of ſaving or winning a gammon upon moſt occaſions.

II. Suppoſe

II. Suppoſe I have three men upon my adverſary's ace-point, and five points in my tables, and that my adverſary has all his men in his tables, three upon each of his five higheſt points:

Quere. Whether the probability is for his gammoning me, or not?

Anſwer.	*Points.*
For his bearing 3 men from his 6 point, is	18
from his 5 point, —	15
from his 4 point, —	12
from his 3 point, —	9
from his 2 point, —	6
Total	60
To bring my 3 men from my adverſary's ace-point to my ſeize-point in my tables, being for each 18 points, make in all	54
The remainder is	6

And as, beſides the ſix points in your favour, there is a further conſideration to be added for you, which is, that your adverſary may make one or two blots in bearing, as is frequently the caſe; you ſee by this calculation, that you have greatly the better of the probability of ſaving your gammon.

N. B. This caſe is ſuppoſed upon an equality of throwing.

III. Suppoſe I leave two blots, either of which cannot be hit but by two double dice: to hit the one, that caſt muſt be eight, and to hit the other it muſt be nine; by which means my adverſary has only one die to hit either of them.

Quere. What are the odds of his hitting either of theſe blots?

Anſwer. The chances on two dice are in all —— —— 36

The chances to hit 8 are,	6 and 2 twice,	——	2
	5 and 3 twice,	——	2
	2 deuces,	——	1
	2 fours,	——	1
The chances to hit 9 are,	6 and 3 twice,	——	2
	5 and 4 twice,	——	2
	2 trois, —	——	1
	Total chances for hitting,		11
	Remain for not hitting,		25

So that it is 25 to 11 that he will not hit either of thoſe blots.

IV. To give another example, let us ſuppoſe that I leave two other blots than the former, which cannot be hit but by double dice, the one muſt be hit by eight, and the other by ſeven.

Quere. What are the odds of my adverſary's hitting either of theſe blots?

Anſ. The chances on two dice are in all 36

The chances to hit 8 are,	6 and 2 twice,	2
	5 and 3 twice,	2
	2 fours,	1
	2 deuces,	1
The chances to hit 7 are,	6 and 1 twice,	2
	5 and 2 twice,	2
	4 and 3 twice,	2
	Total chances for hitting,	12
	Remain for not hitting,	24

Therefore it is two to one that I am not hit.

The like method is to be taken with three, four, or five blots upon double dice; or with blots made upon double and ſingle dice at the ſame time; you are then only to find out (by the table of 36 chances) how many there are to hit any of thoſe blots, and add them together in one ſum, which ſubtract from the number 36, which is the whole of the chances upon two dice, reſolves any queſtion required.

V. The following caſes are to ſhew a way of calculating, which may be called a mechanical way of ſolving of queſtions of the like nature.

I would know what are the odds of throwing 7 twice, before 10 once?

Anſwer.

Anſwer. It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonſtrated as follows:

Suppoſe the ſtake depending is nine pounds, my firſt throw entitles me to have one third part of that money, becauſe 7 has ſix chances for it, and 10 has but three chances, and therefore it is two to one.

	l.	*s.*	*d.*
For the firſt throw, ——	3	0	0
Having taken 3*l.* out of the 9*l.* for the firſt throw, the remainder is 6*l.* out of which a third part is to be taken for the ſecond throw	2	0	0
The total is,	5	0	0
Remains -	4	0	0
The whole ſtake is,	9	0	0

VI. I would know what are the odds of entering a Man upon any certain point in two throws?

Anſwer. Suppoſe 36 ſhillings is the whole ſtake depending, I would know what is my ſhare of that ſtake, having laid 18 ſhillings that I enter in two throws? By the calculations in the table of 36 chances, it is found that I have 11 chances out of the 36 for entering

tering the firſt throw, for which, therefore, I am entitled to 11 out of the 36 ſhillings.

	s.	d.
The ſtake is, —	36	0
For the firſt throw,	11	0
Remains, —	25	0
The remainder being 25 ſhillings, is to be divided into 36 equal parts, of which I am entitled to eleven of thoſe parts, which makes 7s. $7\frac{1}{2}$d. for the ſecond throw, —— ——	7	$7\frac{1}{2}$
Adding this to the other 11 ſhillings, makes my ſhare of the ſtake to be, —— ——	18	$7\frac{1}{2}$
Then my adverſary's ſhare will be,	17	$4\frac{1}{2}$
Total of the ſtake,	36	0

Therefore it is very nearly 15 to 14 in favour of entering a man upon any certain point in two throws.

Critical Caſe for a back Game.

I. Let us ſuppoſe *A* plays the ſore game, and that all his men are placed in the uſual manner.

For

For *B*'s game let us ſuppoſe, that 14 of his men are placed upon his adverſary's ace-point, and 1 man upon his adverſary's deuce-point, and that *B* is to throw.

Quere. Which game is likelieſt to win the hit?

Anſwer. *A*'s is the beſt by gold to ſilver, or 21 *for* to 20 *againſt*; becauſe, if *B* miſſes an ace to take his adverſary's deuce-point, which is 25 to 11 againſt him, *A* is, in that caſe, to take up *B*'s men in his tables, either ſingly, or to make points; and if *B* ſecures either *A*'s deuce or trois-point, in that caſe, *A* is to lay as many men down as poſſible, in order to be hit, that thereby he may get a back game.

When you are pretty well verſed in the game of back-gammon, by practiſing this back game, you will become a greater proficient in the game than by any other method, becauſe it clearly demonſtrates the whole power of the back game.

II. *Back game.* Let us ſuppoſe *A* to have five men placed upon his ſeize-point, five men upon his quatre-point, and five men upon his deuce-point, all in his own tables.

And let us ſuppoſe *B* to have three men placed upon *A*'s ace-point, three men upon *A*'s trois-point, and three men upon *A*'s cinque-point; let *B* alſo have three men upon his ſeize-point in his own tables, and

three

three men placed out of his tables, in the uſual manner.

Quere. Who has the better of the hit?

Anſwer. It is an equal game; but, to play it critically, the difficulty lies upon *B*, who is, in the firſt place to endeavour to gain his cinque and quatre-points in his own tables; and, when that is effected, he is to play two men from *A*'s cinque-point, in order to oblige his adverſary to blot, by throwing an ace, which, if *B* hits, he will have the faireſt probability of winning the hit.

III. *Back game.* Suppoſe *A* has three men upon *B*'s ace-point, and three men upon *B*'s deuce-point, alſo three men upon his ſeize-point in his own tables, and three men upon his uſual point out of his tables, and three men where his five men are uſually placed in his adverſary's tables.

And let us ſuppoſe *B* has his men placed in the ſame manner, both in his own and his adverſary's tables, with this difference only, *viz.* inſtead of having three men put upon *A*'s deuce-point, let them have three men upon *A*'s trois-point.

Quere. Who has the beſt of the hit?

Anſwer. A; becauſe the ace and trois-points are not ſo good for a hit, as the ace and deuce-points in your adverſary's tables, for this reaſon; becauſe, when you are bearing your men, you have the deuce-point in

in your own tables to play your men upon, which often prevents your making a blot, which muſt happen otherwiſe to your adverſary; and take care to lay down men to be hit as often as you can, in order to keep your game backward; and, for the ſame reaſon, avoid hitting any blots which your adverſary makes.

IV. *As a Caſe of Curioſity and Inſtruction.*

Let us ſuppoſe *A* has his 15 men upon *B*'s ace-point, *B* is ſuppoſed to have his barr-point, alſo his ſeize, cinque, quatre, and trois-points in his own tables.

Quere. How many throws is *A* likely to take to bring his 15 men into his own tables, and to bear them?

Anſwer. You may undertake to do it in ſeventy-five throws.

It is odds in *A*'s favour that he throws an ace in two throws: it is alſo odds in *A*'s favour that he throws a ſix in two throws; when theſe events happen, *A* has a probability of not wanting above two or three throws to play till he has got all his fifteen men into his own tables: therefore, by a former rule laid down to bring your men home, and alſo for bearing your men, you may be able to find out the probability of the number of throws required. *Note*, *B* ſtands ſtill, and does not play.

V. *Ano-*

V. *Another Caſe of Curioſity and Inſtruction.*

Where *A* and *B* ſhall play as faſt as uſual, and yet *B* ſhall make the hit laſt, probably, for many hours.

We will ſuppoſe *B* to have borne 13 men, and that *A* has taken up the two remaining men.

And let us ſuppoſe that *A* has 15 men in *B*'s tables, *viz.* three men upon his ſeize-point, three upon his cinque-point, three upon his quatre-point, three upon his trois-point, two upon his deuce-point, and one upon his ace-point.

The method which *A* is to take, is this: let him bring his 15 men home, by always ſecuring ſix cloſe points, till *B* has entered his two men, and brought them upon any certain point; as ſoon as *B* has gained that point, *A* muſt open an ace, deuce, or trois, or all three; which effected, *B* hits one of them, and *A*, taking care to have two or three men in *B*'s tables, is ready to hit that man; and alſo, he being aſſured of taking up the other man, has it in his power to prolong the hit to almoſt any length, provided he takes care not to open ſuch points as two fours, two fives, or two ſixes, but always to open the ace, deuce, or trois-points, for *B* to hit them.

VI. I would know what are the odds upon two dice, for throwing two ſixes, two fives, or two fours, in three throws?

Anſwer. Suppoſing 36 ſhillings to be the ſtake depending, the thrower will be entitled to have for his firſt throw —— —— s. 3 d. 0

Which deducted out of 36, remains 33; which divided again into 36 parts, make ſo many elevenpences, out of which the thrower is to have three for his ſecond throw —— 2 9

The remainder, 30 ſhillings and threepence, is again to be divided into 36 parts; dividing the 30 ſhillings ſo, make ſo many tenpences, and the threepence divided into ſo many parts, make ſo many thirds of farthings, of which the thrower is to have three parts for his ſhare for his third throw 2 $6\frac{1}{4}$

Total for the thrower, 8 $3\frac{1}{4}$

So that it is 27*s.* $8\frac{3}{4}$*d.* to 8*s.* $3\frac{1}{4}$*d.* againſt the thrower; which, reduced into the ſmalleſt number, is very nearly as 10 to 3, that two ſixes, two fives, or two fours, are not thrown in two throws.

VII. *Back-*

VII. *Back game.* Suppoſe *A* to have two men upon his ſeize-point in his own tables, three men upon his uſual point out of his tables, two men upon the point where his five men are uſually placed in his adverſary's tables, five men upon his adverſary's ace-point, and three men upon his adverſary's quatre-point.

And let us ſuppoſe *B* to have two men upon his ſeize-point in his own tables, three men upon his uſual point out of his tables, two men upon the point where his five men are uſually placed in his adverſary's tables, five men upon his adverſary's ace-point, and three men upon his adverſary's quatre-point.

And let us ſuppoſe *B* to have two men upon his ſeize-point in his own tables, three men upon his uſual point out of his tables, two men upon the point where his five men are uſually placed in his adverſary's tables, five men upon his adverſary's ace-point, and three men upon his adverſary's trois-point.

Quere. Who has the faireſt chance to win the hit?

Anſwer. *A* has, becauſe he is to play either an ace or a deuce, from his adverſary's ace-point, in order to make both theſe points as occaſion offers, and having the quatre-point in his adverſary's tables, he may more eaſily bring thoſe men away, if he finds it neceſſary, and he will alſo have a reſting

place by the conveniency of that point, which at all times in the game will give him an opportunity of running for the hit, or ſtaying, if he thinks proper; whereas *B* cannot ſo readily come from the trois-point in his adverſary's tables.

I. Let us ſuppoſe *A* and *B* place their men in the following manner for a hit.

Suppoſe *A* to have three men upon his ſeize-point in his own tables, three men upon his uſual point out of his tables, and nine men upon his adverſary's ace, deuce, and trois-points, three men to be placed upon each point; and ſuppoſe *B*'s men to be placed in his own, and in his adverſary's tables, in the ſame order and manner.

The reſult is, that the beſt player ought to win the hit; and the dice are to be thrown for, the ſituation being perfectly equal in *A*'s and *B*'s game.

If *A* throws firſt, let him endeavour to gain his adverſary's cinque-point; when that is effected, let him lay as many blots as poſſible, to tempt *B* to hit him; for every time that *B* hits them will be in *A*'s favour, becauſe it puts him backward; and let *A* take up none of *B*'s men for the ſame reaſon.

A is always to endeavour to take care to have three men upon each of his adverſary's ace and deuce-points; becauſe when *B* makes a blot, theſe points will remain ſecure, and by

by recourſe had to a former Caſe (Numb. V. p. 133.) when *A* has borne five, ſix, or more men, yet *A* may ſecure ſix cloſe points out of his tables, in order to prevent *B* from getting his man home: and, by recourſe had to the calculations, he may eaſily find out (in caſe he makes up his tables) who has the better of the hit; and if he finds that *B* is forwardeſt, he is then to endeavour to lay ſuch blots to be taken up by his adverſary, as may give him a chance for taking up another man, in caſe *B* ſhould happen to have a blot at home.

Thoſe who play the foregoing game well, may be ranked in the firſt claſs.

II. *A caſe of curioſity.* *A* and *B* play at back-gammon; *A* has borne 13 men, and has two men to bear upon his deuce-point; *B* has 13 men in his own tables, with two men to enter. *B* is to throw, and to name the throws both for himſelf and *A*, but not to hit a blot of either ſide.

Quere. What throw is *B* to name for both parties, in order to ſave his gammon?

Anſwer. *B* calls for himſelf two aces, which enters his two men upon *A*'s ace-point. *B* alſo calls two aces for *A*, and conſequently *A* cannot either bear a man, nor play one; then *B* calls for two ſixes for himſelf, and carries one man home upon his ſeize-point in his own tables, and the other he places

upon his adverſary's barr-point; *B* alſo calls ſeize-ace for *A*, ſo that *A* has one man lef tto bear, and then *B* calls for himſelf either two ſixes, two fives, or two fours, any of which bear a man, in caſe he has men in his tables upon thoſe points, and to ſave his gammon.

III. The following queſtion is to be attended to, as being critical and inſtructive.

Suppoſe that both your's and your adverſary's tables are made up.

Alſo that you have one man to carry home, but that he has two men on your barr-point to carry home, which lie in wait to catch your man, and that if you paſs him you are to win the hit: ſuppoſe, alſo, that you have it in your choice to run the riſk of being hit, by ſeven or by eight, both of which are chances upon double dice.

Quere. Which of theſe chances is it beſt for you to venture?

Anſwer. That of 7, for the following reaſons:

Firſt, Becauſe that the chances of being hit by ſeven or by eight, are equal.

Secondly. If he does not hit ſeven, you will then have in your favour 23 chances to 13, that by your next throw you either hit him or paſs beyond him.

Thirdly. In caſe your ſecond throw ſhould happen to be under ſeven, and that conſequently you cannot hit him, yet you may play

play that caſt at home, and conſequently leave the blot upon double dice.

Whereas, if, on the contrary, you had made choice of leaving the blot upon eight, you would have made a bad choice, for the reaſons following:

Firſt, Becauſe the chances of being hit by ſeven or by eight are only equal.

Secondly, Becauſe if you ſhould eſcape the being hit by eight, yet you would then have but 17 chances in your favour, againſt 19 for either hitting him, or paſſing beyond him by your next throw.

Thirdly, In caſe your ſecond throw ſhould happen to be ſeize-ace, which is ſhort of him, you would then be obliged to play the man that is out of your tables, not being able to play the ſix at home, and conſequently to leave a blot to be hit by a ſingle (or flat) die; which event, upon ſuppoſition that you play for 18 ſhillings a game, would entitle him to 11 ſhillings of the whole ſtake depending.

THE GAME OF DRAUGHTS,

FROM MR. PAYNE.

Introduction.

I. THE draught table muſt be placed with an upper white corner towards the right-hand.

II. The

II. The table being properly placed, I number the white ſquares in order from 1 to 32.

III. The black pieces are placed upon the firſt twelve ſquares in all the following games.

IV. The letters *N*, *C*, *F*, *T*, at the head of each game, ſtand for *Number*, *Colour*, *From*, *To*.

V. For the playing of any move required, the numbers may be wrote upon the board itſelf, near a corner of each ſquare, ſo as to be eaſily ſeen when the men are placed. Or a table may be drawn upon paper or card, and the ſquares numbered as in the following figure, and ſuch a table will be a ready guide to any move directed.

THE DRAUGHT TABLE.

GAME I.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	11,25		37	B	14,18	
2	W	22,18		20	W	32,27		38	W	16,11	
3	B	15,22		21	B	5,14		39	B	7,16	
4	W	25,18		22	W	27,23		40	W	20,11	
5	B	8,11		23	B	6,10		41	B	18,23	
6	W	29,25		24	W	16,12		42	W	11, 8	
7	B	4, 8		25	B	8,11		43	B	23,27	
8	W	25,22		26	W	28,24		44	W	8, 4	
9	B	12,16		27	B	25,29		45	B	27,31	
10	W	24,20		28	W	30,25		46	W	4, 8	
11	B	10,15		29	B	29,22		47	B	31,27	
*12	W	27,24		30	W	26,17		48	W	24,20	
13	B	16,19		31	B	11,15		4	B	27,23	
14	W	23,16		32	W	20,16		50	W	8,11	
15	B	15,19		33	B	15,18		51	B	23,18	
16	W	24,15		34	W	24,20		52	W	11, 8	
17	B	9,14		35	B	18,27		53	B	18,15	
18	W	18, 9		36	W	31,24		&c	W	loses.	

* 12 white loses the game by this move.

GAME II.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	5,14		37	B	10,17	
2	W	22,18		20	W	24,19		38	W	21,14	
3	B	15,22		21	B	15,24		39	B	30,25	
4	W	25,18		22	W	28,19		40	W	14, 9	
5	B	8,11		23	B	14,17		41	B	11,15	
6	W	29,25		24	W	32,27		42	W	9, 6	
7	B	4, 8		25	B	10,14		43	B	2, 9	
8	W	25,22		26	W	27,24		44	W	13, 6	
9	B	12,16		27	B	3, 7		45	B	15,18	
10	W	24,20		28	W	31,25		46	W	6, 2	
11	B	10,15		29	B	6, 9		47	B	7,10	
12	W	21 17		30	W	13, 6		48	W	2, 6	
13	B	7,10		31	B	1,10		49	B	10,14	
14	W	27,24		32	W	22,13		50	W	6, 9	
15	B	8,12		33	B	14,18		51	B	25,21	
16	W	17,13		34	W	23,14		52	W	31,26	
17	B	9,14		35	B	16,30		53	B	14,17	
18	W	18, 9		36	W	25,21		&c		drawn	

GAME III.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	16,23		37	B	12,19	
2	W	22,18		20	W	26,10		38	W	24, 8	
3	B	15,22		21	B	14,23		39	B	3,12	
4	W	25,18		22	W	27,18		40	W	13, 9	
5	B	8,11		23	B	6,15		41	B	14,18	
6	W	29,25		24	W	13, 6		42	W	28,24	
7	B	4, 8		25	B	1,10		43	B	18,23	
8	W	25,22		26	W	31,26		44	W	24,19	
9	B	10,15		27	B	5, 9		45	B	23,27	
10	W	24,20		28	W	26,23		46	W	19,15	
11	B	12,16		29	B	9,13		47	B	27,32	
12	W	21,17		30	W	23,19		48	W	15,11	
13	B	7,10		31	B	13,17		49	B	32,27	
14	W	17,13		32	W	22,13		50	W	9, 5	
15	B	8,12		33	B	15,22		51	B	27,23	
16	W	28,24		34	W	32,28		52	W	5, 1	
17	B	10,14		35	B	10,14		53	B	22,26	
18	W	23,19		36	W	19,16	&c.	W	drawn		

GAME IV.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	25,22		37	W	32,23	
2	B	11,15		20	B	16,20		38	B	6,10	
3	W	18,11		21	W	19,16		39	W	13, 6	
4	B	8,15		22	B	20,27		40	B	2, 9	
5	W	21,17		23	W	31,24		41	W	17,13	
6	B	4, 8		24	B	12,19		42	B	9,14	
7	W	17,13		25	W	23,16	&c		drawn		
8	B	8,11		26	B	10,14					
9	W	25,22		27	W	17,10					
10	B	9,14		28	B	7,14					
11	W	29,25		29	W	24,19					
12	B	5, 9		30	B	15,24					
13	W	23,19		31	W	28,19					
14	B	14,17		32	B	1, 5					
15	W	27,23		33	W	22,17					
16	B	17,21		34	B	14,18					
17	W	22,17		35	W	16,23					
18	B	11,16		36	B	18,27					

GAME V.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	25,22		37	W	9, 5	
2	B	11,15		20	B	16,20		38	B	5, 9	
3	W	18,11		21	W	19,16		39	W	13, 6	
4	B	8,15		22	B	20,27		40	B	2, 9	
5	W	21,17		23	W	31,24		41	W	17,13	
6	B	4, 8		24	B	12,19		42	B	9,14	
7	W	17,13		25	W	23,16		43	W	28,19	
8	B	8,11		26	B	10,14		44	B	1, 5	
9	W	25,22		27	W	17,10		45	W	22,17	
10	B	9,14		28	B	7,14		46	B	14,18	
11	W	29,25		29	W	24,19		47	W	16,23	
12	B	5, 9		30	B	15,24		48	B	18,27	
13	W	23,19		31	W	28,19		49	W	32,23	
14	B	14,17		32	B	1, 5		50	B	6,10	
15	W	27,23		33	W	22,17		51	W	13, 6	
16	B	17,21		34	B	14,18		52	B	2, 9	
17	W	22,17		35	W	16,23		53	W	17,13	
18	B	11,16		36	B	18,27		54	B	9,14	

GAME VI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	24,19		37	W	27,23	
2	B	11,15		20	B	16,20		38	B	6,10	
3	W	18,11		21	W	19,16		39	W	13, 6	
4	B	8,15		22	B	20,27		40	B	2, 9	
5	W	21,17		23	W	31,24		41	W	17,13	
6	B	4, 8		24	B	12,19		42	B	9,14	
7	W	17,13		25	W	23,16		43	W	28,19	
8	B	8,11		26	B	10,14		44	B	1, 5	
9	W	25,22		27	W	17,10		45	W	22,17	
10	B	9,14		28	B	7,14		46	B	14,18	
11	W	29,25		29	W	24,19		47	W	16,23	
12	B	5, 9		30	B	15,24		48	B	18,27	
13	W	23,19		31	W	28,19		49	W	32,23	
14	B	14,17		32	B	1, 5		50	B	6,10	
15	W	27,23		33	W	22,17		51	W	13, 6	
16	B	17,21		34	B	14,18		52	B	2, 9	
17	W	22,17		35	W	16,23		53	W	17,13	
18	B	11,16		36	B	18,27		54	B	9,14	

N	C	F	T	N	C	F	T	N	C	F	T
18	W	23,19	36	W	19,16	&c	W	drawn			

GAME V.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18	19	W	25,22	37	W	9, 5			
2	B	11,15	20	B	7,11	38	B	19,24			
3	W	18,11	21	W	24,20	39	W	5, 1			
4	B	8,15	22	B	15,24	40	B	11,16			
5	W	21,17	23	W	28,19	41	W	20,11			
6	B	4, 8	24	B	10,14	42	B	7,16			
7	W	17,13	25	W	17,10	43	W	1, 5			
8	B	8,11	26	B	6,24	44	B	16,20			
9	W	25,22	27	W	13, 6	45	W	5, 9			
10	B	9,14	28	B	1,10	46	B	24,27			
11	W	29,25	29	W	22,17	&c		drawn			
12	B	5, 9	30	B	24,28						
13	W	23,19	31	W	17,13						
14	B	14,17	32	B	3, 7						
15	W	27,23	33	W	13, 9						
16	B	17,21	34	B	16,19						
17	W	22,17	35	W	23,16						
18	B	11,16	36	B	12,19						

GAME VI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18	19	W	24,19	37	W	27,23			
2	B	11,15	20	B	15,24	38	B	16,20			
3	W	18,11	21	W	28,19	39	W	31,27			
4	B	8,15	22	B	6,10	40	B	6, 9			
5	W	25,22	23	W	22,17	41	W	18,15			
6	B	4, 8	24	B	13,22	42	B	9,18			
7	W	29,25	25	W	26,17	43	W	23,14			
8	B	8,11	26	B	11,15	44	B	12,16			
9	W	23,18	27	W	32,28	45	W	19,12			
10	B	9,13	28	B	15,24	46	B	10,19			
11	W	18,14	29	W	28,19	47	W	12, 8			
12	B	10,17	30	B	1, 6	&c		drawn			
13	W	21,14	31	W	30,26						
14	B	6,10	32	B	3, 8						
15	W	25,21	33	W	26,23						
16	B	10,17	34	B	8,11						
17	W	21,24	35	W	23,18						
18	B	2, 6	36	B	11,16						

GAME VII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	23,18		37	W	29,22	
2	B	11,15		20	B	11,16		38	B	14,18	
3	W	18,11		21	W	27,23		39	W	23,14	
4	B	8,15		22	B	16,20		40	B	6,10	
5	W	21,17		23	W	32,27		41	W	15, 6	
6	B	4, 8		24	B	10,14		42	B	2,25	
7	W	17,13		25	W	17,10		43	W	19,15	
8	B	8,11		26	B	7,14		44	B	25,30	
9	W	23,19		27	W	18, 9		45	W	27,23	
10	B	9,14		28	B	5,14		46	B	20,27	
11	W	25,21		29	W	13, 9		47	W	31,24	
12	B	14,18		30	B	6,13		48	B	30,26	
13	W	26,23		31	W	19,15		49	W	23,18	
14	B	18,22		32	B	1, 6		50	B	26,22	
15	W	30,26		33	W	24,19		51	W	18,14	
16	B	15,18		34	B	3, 7		52	B	12,16	
17	W	26,17		35	W	28,24		53	W	15,11	
18	B	18,22		36	B	22,25		&c		drawn	

GAME VIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	27,18					
2	B	11,15		20	B	7,16					
3	W	18,11		21	W	24,20					
4	B	8,15		22	B	16,19					
5	W	21,17		23	W	18,15					
6	B	4, 8		24	B	19,23					
7	W	23,19		25	W	15,11					
8	B	8,11		26	B	10,14					
9	W	17,13		27	W	11, 8					
10	B	9,14		28	B	22,26					
11	W	25,21		29	W	31,22					
12	B	14,18		30	B	14,17					
13	W	26,23		31	W	21,14					
14	B	18,22		32	B	6, 9					
15	W	23,18		33	W	13, 6					
16	B	11,16		34	B	1,26					
17	W	18,11		35	W	8, 4					
18	B	16,23		&c	B	drawn					

GAME IX.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17		19	W	30,26					

GAME X.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	15,24					

N	C	F	T	N	C	F	T
18	B	18,22	36	B	22,25	&c	drawn

GAME X.

N	C	F	T	N	C	F	T
1	B	11,15	19	B	15,24		
2	W	22,17	20	W	28,19		
3	B	8,11	21	B	7,11		
4	W	25,22	22	W	22,18		
5	B	9,13	23	B	13,22		
6	W	23,18	24	W	18, 9		
7	B	6, 9	25	B	6,13		
8	W	27,23	26	W	25,18		
9	B	9,14	27	B	3, 8		
10	W	18, 9	28	W	18,14		
11	B	5,14	29	B	10,17		
12	W	30,25	30	W	21,14		
13	B	1, 6	31	B	11,16		
14	W	24,19	32	W	14, 9		
15	B	15,24	33	B	2, 7		
16	W	28,19	34	W	9, 6		
17	B	11,15	35	B	7,10		
18	W	32,28	36	W	drawn		

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17	19	W	30,26						
2	B	11,15	20	B	6, 9						
3	W	25,22	21	W	19,15						
4	B	8,11	22	B	11,16						
5	W	29,25	23	W	25,21						
6	B	9,13	24*	B	16,19						
7	W	17,14	25	W	23,16						
8	B	10,17	26	B	12,19						
9	W	21,14	27	W	32,28						
10	B	4, 8	28	B	1, 6						
11	W	24,19	29	W	15,11						
12	B	15,24	30	B	7,16						
13	W	28,19	31	W	14,10						
14	B	11,16	32	B	6,15						
15	W	22,18	33	W	18,11						
16	B	16,20	34	B	2, 6						
17	W	26,22	35	W	22,18						
18	B	8,11	36	B	loses.						

* 24 black loses the game by this move.

GAME XI.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8					
2	W	22,17		20	W	24,19					
3	B	8,11		21	B	16,23					
4	W	25,22		22	W	26,19					
5	B	11,16		23	B	8,11					
6	W	23,18		24	W	31,26					
7	B	3, 8		25	B	2, 7					
8	W	18,11		26	W	26,23					
9	B	8,15		27	B	11,15					
10	W	24,19		28	W	32,28					
11	B	15,24		29	B	15,24					
12	W	27,11		30	W	28,19					
13	B	7,16		31	B	7,11					
14	W	22,18		32	W	30,26					
15	B	9,14		33	B	11,15					
16	W	18, 9		34	W	19,16					
17	B	5,14		35	B	12,19					
18	W	28,24		&c		drawn					

GAME XII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	16,23		37	B	7,11	
2	W	22,17		20	W	31,26		38	W	24,20	
3	B	8,11		21	B	14,18		39	B	15,24	
4	W	25,22		22	W	26,19		40	W	28,19	
5	B	11,16		23	B	18,22		41	B	11,15	
6	W	23,18		24	W	17,14		42	W	30,25	
7	B	15,19		25	B	10,17		43	B	15,24	
8	W	24,15		26	W	21,14		44	W	25,18	
9	B	10,19		27	B	3, 7		45	B	1, 6	
10	W	17,13		28	W	14, 9		46	W	5, 1	
11	B	9, 14		29	B	4, 8		47	B	6,13	
12	W	18, 9		30	W	9, 5		&c		drawn	
13	B	5,14		31	B	8,11					
14	W	22,17		32	W	32,27					
15	B	7,10		33	B	6,10					
16	W	27,24		34	W	27,23					
17	B	19,23		35	B	11,15					
18	W	26,19		36	W	13, 9					

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17		19	W	26,17					
2	B	11,15		20	B	2, 8					

GAME XIV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	9,13					

N	C	F	T	N	C	F	T
17	B	5,14	35	B	12,19		
18	W	28,24	&c		drawn		

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17	19	W	26,17						
2	B	11,15	20	B	3, 8						
3	W	25,22	21	W	32,28						
4	B	9,13	22	B	11,15						
5	W	23,18	23	W	18,11						
6	B	6, 9	24	B	8,24						
7	W	18,11	25	W	28,19						
8	B	8,15	26	B	4, 8						
9	W	27,23	27	W	17,13						
10	B	9,14	28	B	2, 6						
11	W	30,25	29	W	25,22						
12	B	5, 9	30	B	8,11						
13	W	24,19	31	W	31,26						
14	B	15,24	32	B	11,16						
15	W	28,19	33	W	22,17						
16	B	7,11	34	B	14,18						
17	W	22,18	35	W	23, 7						
18	B	13,22	&c		drawn						

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	9,13						
2	W	22,17	20	W	32,28						
3	B	8,11	21	B	1, 6						
4	W	17,13	22	W	21,17						
5	B	4, 8	23	B	14,21						
6	W	23,19	24	W	23,14						
7	B	15,18	25	B	10,26						
8	W	24,20	26	W	19, 1						
9	B	11,15	27	B	13,17						
10	W	28,24	28	W	30,23						
11	B	8,11	29	B	21,30						
12	W	26,23	30	W	1, 6						
13	B	9,14	31	B	3, 8						
14	W	31,26	32	W	6, 2						
15	B	6, 9	33	B	7,10						
16	W	13, 6	34	W	23,19						
17	B	2, 9	35	B	10,14						
18	W	26,22	&c	W	drawn						

GAME XV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	8,22					
2	W	22,17		20	W	30,25					
3	B	15,18		21	B	9,18					
4	W	23,14		22	W	27,23					
5	B	9,18		23	B	18,27					
6	W	17,14		24	W	25,18					
7	B	10,17		25	B	5, 9					
8	W	21,14		26	W	32,23					
9	B	8,11		27	B	4, 8					
10	W	24,20		28	W	29,25					
11	B	6, 9		29	B	12,16					
12	W	26,23		30	W	19, 3					
13	B	3, 8		31	B	2, 6					
14	W	23,19		32	W	3,10					
15	B	18,22		33	B	6,29					
16	W	25,18		&c		drawn					
17	B	11,16									
18	W	20,11									

GAME XVI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	21,17					
2	B	11,16		20	B	1, 6					
3	W	25,22		21	W	17,13					
4	B	10,14		22	B	3, 7					
5	W	29,25		23	W	28,24					
6	B	16,20		24	B	12,16					
7	W	24,19		25	W	26,23					
8	B	8,11		26	B	8,12					
9	W	19,15		27	W	23,19					
10	B	4, 8		28	B	16,23					
11	W	22,17		29	W	31,26					
*12	B	7,10		30	B	7,10					
13	W	25,22		31	W	26,19					
14	B	10,19		32	B	11,16					
15	W	17,10		33	W	18,11					
16	B	6,15		34	B	16,23					
17	W	23, 7		35	W	27,18					
18	B	2,11		&c		loses.					

* 12 black loses the game by this move.

GAME XVII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	23,16		37	W	23,18	

GAME XVIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8		37	B	6, 9	

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	23,16		37	W	23,18	
2	B	11,16		20	B	14,23		38	B	15,19	
3	W	25,22		21	W	27,18		39	W	18,14	
4	B	10,14		22	B	20,27		40	B	19,23	
5	W	29,25		23	W	31,24		41	W	22,18	
6	B	8, 11		24	B	11,27		42	B	13,17	
7	W	24,19		25	W	32,23		43	W	18,15	
8	B	16,20		26	B	7, 10		44	B	23,27	
9	W	19,15		27	W	15,11		45	W	25,22	
10	B	4, 8		28	B	8,15		46	B	21,30	
11	W	22,17		29	W	18,11		47	W	14,10	
12	B	12,16		30	B	10,15		48	B	30,26	
13	W	17,10		31	W	21,17		49	W	23,19	
14	B	7,14		32	B	3, 7		50	B	26,23	
15	W	26,22		33	W	11, 2		51	W	19,16	
16	B	2, 7		34	B	9,13		52	B	23,18	
17	W	28,24		35	W	2, 9		53	W	16,11	
18	B	16,19		36	B	5,21		&c		drawn	

O 3

GAME XVIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8		37	B	6, 9	
2	W	22,17		20	W	25,22		38	W	32,23	
3	B	9,13		21	B	8,11		39	B	9,27	
4	W	17,14		22	W	22,18		&c		loses.	
5	B	10,17		23	B	11,16					
6	W	21,14		24	W	27,23					
7	B	8,11		25	B	16,20					
8	W	24,19		26	W	31,27					
9	B	15,24		27	B	13,17					
10	W	28,19		28	W	30,26					
11	B	11,16		29	B	1, 6					
12	W	25,21		30*	W	18,15					
13	B	6, 9		31	B	20,14					
14	W	29,25		32	W	27,20					
15	B	9,18		33	B	7,10					
16	W	23,14		34	W	14, 7					
17	B	16,23		35	B	2,27					
18	W	26,19		36	W	21,14					

* 30 white loses the game by this move.

GAME XIX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8		37	B	7,11	
2	W	22,17		20	W	25,22		38	W	15, 8	
3	B	9,13		21	B	8,11		39	B	3,19	
4	W	17,14		22	W	22,18		40	W	27,23	
5	B	10,17		23	B	11,16		41	B	18,27	
6	W	21,14		24	W	27,23		&c		drawn	
7	B	8,11		25	B	16,20					
8	W	24,19		26	W	31,27					
9	B	15,24		27	B	13,17					
10	W	28,19		28	W	30,26					
11	B	11,16		29	B	1, 6					
12	W	25,21		30	W	19,16					
13	B	6, 9		31	B	12,19					
14	W	29,25		32	W	23,16					
15	B	9,18		33	B	6, 9					
16	W	23,14		34	W	18,15					
17	B	16,23		35	B	9,18					
18	W	26,19		36	W	21,14					

GAME XX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,16		19	B	7,14					
2	W	22,18		20	W	32,27					
3	B	16,19		21	B	3, 7					
4	W	23,16		22	W	27,24					
5	B	12,19		23	B	7,10					
6	W	24,15		24	W	24,15					
7	B	10,19		25	B	10,19					
8	W	25,22		26	W	31,27					
9	B	9,14		27	B	8,11					
10	W	18, 9		28	W	29,25					
11	B	5,14		29	B	6,10					
12	W	22,17		30	W	27,23					
13	B	7,10		31	B	11,16					
14	W	27,24		32	W	25,22					
15	B	2, 7		33	B	10,15					
16	W	24,15		34	W	22,17					
17	B	10,19		35	B	15,18					
18	W	17,10		&c		drawn					

CRITICAL SITUATIONS TO DRAW GAMES.

First Situation.

ON No. 3, 4 black kings; on No. 15, a white king, and white to move.

W 15,11	B 3, 8	W 11, 7	B 8,12
W 7,11	&c.		

Second Situation.

No. 5 a black man, 9 a black king; 7 a white king, and white to move.

W 7,10	B 9,13	W 10,14	B 13, 9
W 14,10	&c.		

Third Situation.

No. 3, 4, 12 black kings; 10, 11 white kings, and black to move.

B 3, 8	W 10,15	B 8, 3	W 15,19
B 12, 8	W 19,15	&c.	

Fourth Situation.

No. 13 a black man, 14, 15 black kings; 22, 23 white kings, and black to move.

B 14,17	W 23,26	B 15,10	W 22,25
B 17,21	W 25,22	B 10,14	W 26,30
B 14,17	W 22,18	B 17,14	&c.

Fifth

Fifth Situation.

No. 18, 19 black kings, 28 a black man; 27, 32 white kings, and white to play.

W 27,24	B 18,15	W 24,20	B 15,11
W 20,24	B 19,23	W 24,20	&c.

Sixth Situation.

No. 21 a black man, 22, 23, 24 black kings; 30 a white man, 31, 32 white kings, and black to move.

B 24,28	W 31,27	B 23,19	W 27,31
B 19,24	W 32,27	B 24,20	W 27,32
B 22,18	W 31,27	B 18,15	W 27,31
B 15,19	W 31,27	&c.	

CRITICAL SITUATIONS TO WIN GAMES.

First Situation.

No. 21 a black man, 25 a black king; 26, 27 white kings, and either to move.

B 25,29	W 27,23	B 29,25	W 23,18
B 25,29	W 18,22	B 21,25	W 26,30

Second Situation.

No. 1, 2 black kings; 10, 11 white kings; 5 a white man, and either to play.

W 10,14	B 2, 6	W 14,17	B 6, 9
W 17,13	B 9, 6	W 11,16	B 6, 2
W 16,19	B 2, 6	W 19,23	B 6, 2
W 13, 9	B 1, 6	W 23,18	B 6,13
W 18,14	B 13, 9	W 14,10	&c.

Set the men as before.

B 2, 6	W 11,15	B 6, 9	W 15,18
B 9, 6	W 10,14	B 6, 9	W 14,17
B 9,13	W 18,22	B 13, 9	W 17,13
B 9, 6	W 22,18	B 6, 2	W 13, 9
B 1, 6	W 18,14	B 6,13	W 5, 1

Third Situation.

No. 1, 2 black kings, 3 a black man; 9, 10, 11 white kings, 12 a white man, and black to play.

B 1, 5	W 9,13	B 5, 1	W 11,15
B 2, 6	W 10,14	B 6, 2	W 14, 9
B 1, 6	W 9, 5	B 6, 1	W 15,11
B 2, 6	W 11, 7	B 3,10	W 5, 9

Fourth Situation.

No. 5 a white king, 21 a white man; 6, 10 black kings; black being to move, may win. Thus—

B 6, 1	W 5, 9	B 10,15	W 9, 5
B 15,18	W 5, 9	B 1, 5	W 9, 6
B 18,15	W 21,17	B 5, 1	W 6, 9
B 15,18	W 9, 5	B 18,22	W 17,14
B 1, 6	W 5, 1	B 6, 2	W 14,10
B 22,18	W 1, 5	B 18,14	

Place the men as before.

B 6, 1	W 5, 9	B 10,15	W 21,17
B 15,18	W 17,13	B 18,15	W 9,14
B 1, 5	W 14,17	B 15,10	W 17,22
B 10,14	W 22,25	B 5, 1	W 25,22
B 1, 6	W 22,25	B 6,10	W 25,30
B 10,15	W 30,25	B 15,18	&c.

Fifth Situation.

No. 1 a white king, 30 a white man, 9, 10 black kings; and black being to play, may win.

B 9, 6	W 1, 5	B 6, 1	W 5, 9
B 1, 5	W 9,13	B 10,14	W 13, 9
B 14,18	W 9, 6	B 18,15	W 30,25
B 15,18	W 25,21	B 5, 1	W 6, 9
			B 13,

B 18,22	W 9, 5	B 1, 6	W 5, 1
B 6, 9	W 1, 5	B 9,14	W 5, 1
B 22,18	W 1, 5	B 18,15	W 5, 1
B 15,10	W 1, 5	B 10, 6	W 5, 1
B 14,10	W 1, 5		

Now black has the fourth ſituation, and muſt conſequently win.

Sixth Situation.

No. 22, 27 white kings, 18 a white man; 5 a black king, 20, 21 black men, and white being to play, may win.

W 18,14	B 5, 1	W 14, 9	B 1, 5
W 22,17	B 5,14	W 17,10	B 21,25
W 10,15	B 25,30	W 15,19	B 30,25
W 27,32	B 25,22	W 19,24	B 20,27
W 32,23			

Seventh Situation.

No. 6, 24 black kings; 14, 18, 23 white kings, and either to move, white may win.

W 18,15	B 6, 1	W 14, 9	B 24,28
W 23,19	B 1. 5	W 9, 6	B 28,32
W 19,24	B 5, 1	W 24,19	&c.

Eighth

Eighth Situation.

No. 1, 12, 16 black men, 13 a black king; 5, 6, 10 white men, 11 a white king, and black to play.

B 13, 9	W 11,20	B 9, 2	W 20,24
B 12,16	W 24,27	B 16,19	W 27,32
B 19,24	W 32,28	B 2, 6	W 28,19
B 6,24			

SITUATIONS FOR STROKES.

First Stroke.

ON No. 17 a black man, on No. 30 a black king; 18, 27 white kings, and white to play.

W 18,22 B 17,26 W 27,31

Second Stroke.

No. 17, 27 white kings, 18 a black man; 29, 30 black kings, and white to play.

W 17,22 B 18,25 W 27,23

Third Stroke.

No. 18, 19 white kings, 28 a white man; 31, 32 black kings, 20 a black man, and white to move.

W 19,24 B 20,27 W 18,22

Fourth Stroke.

No. 9, 11, 21 black men, 29 a black king; 18, 24, 26, 30 white men, and white to move.

W 18,14 B 9,18 W 26,22 B 18,25
W 24,19

Fifth Stroke.

No. 12, 21 black men, 27, 31 black kings; 20, 30 white men, 15, 18 white kings, and white to move.

W 30,26 B 31,22 W 18,25 B 21,30
W 20,16 B 12,19 W 15,31

Sixth Stroke.

No. 7, 23 black kings; 9, 13 black men; 8, 21, 22 white men, 17 a white king, and white to move.

W 22,18 B 13,22 W 8, 3 B 23,14
W 3,26

Seventh Stroke.

No. 3, 13, 14 black men, 24 a black king; 15, 22 white kings, 19, 21 white men, and white to move.

W 21,17 B 14,21 W 15,18 B 24,15
W 18,11

Eighth Stroke.

No. 1, 6, 9 black men, 18 a black king; 7 a white king, 13, 15 white men, and white to play.

W 15,10 B 6,15 W 13, 6 B 1,10
W 7,23

Ninth Stroke.

No. 6, 7 white kings, 9 a white man, 5 a black man; 14, 15 black kings, and white to play.

W 7,10 B 14, 7 W 6, 2 B 5,14
W 2, 9

Tenth Stroke.

No. 2, 6, 8, 22 black men; 15, 27, 30, 32 white men, and white to play.

W 15,11 B 8,15 W 30,26 B 22,31
W 32,28 B 31,24 W 28, 1

Eleventh Stroke.

No. 6, 26 white men, 22 a white king; 7, 15 black kings, 21 a black man, and white to play.

W 22,25 B 21,30 W 6, 2 B 30,23
W 2,27

Twelfth Stroke.

No. 2 a black man, 27, 31 black kings; 10 a white man, 14, 19 white kings, and white to move.

W 10, 7 B 2,11 W 19,15 B 11,18
W 14,32

Thirteenth Stroke.

No. 3, 13 black men, 25, 26 black kings; 11 a white man, 15, 16 white kings, and white to move.

W 11, 7 B 3,19 W 16,21

Fourteenth Stroke.

No. 3 a black man, 26, 27 black kings; 11 a white man, 15, 16 white kings, and white to move.

W 11, 8 B 3,19 W 15,22

Fifteenth Stroke.

No. 1, 3, 5 black men, 25 a black king; 10, 14, 17 white men, 13 a white king, and white to move.

W 10, 6 B 1,10 W 14, 7 B 3,10
W 17,14 B 10,17 W 13,29 &c.

Sixteenth Stroke.

No. 1, 6, 7, 10, 12, 14, 15 black men; 19, 20, 21, 22, 23, 26, 30 white men, and white to move.

W 20,16 B 15,24 W 22,18 B 12,19
W 18, 2

Seventeenth Stroke.

No. 2, 3, 16, 23 black men, 14 a black king; 1, 5 white kings, 9, 29, 31 white men, and black to move.

B 23,27 W 31,24 B 16,19 W 24,15
B 14,10 W 15, 6 B 3, 7 W 29,25
B 7,10 W 25,22 B 10,14

Eighteenth Stroke.

No. 10, 13, 17 black men, 27 a black king; 19, 22, 26, 30 white men, and white to play.

W 26,23 B 17,26 W 19,16 B 27,18
W 30, 7

Nine-

Nineteenth Stroke.

No. 1, 6, 10, 19, 20 black men; 13, 15, 27, 28, 31 white men, and white to play.

W 13, 9 B 6,13 W 15, 6 B 1,10
W 27,24 B 20,27 W 31, 6

Twentieth Stroke.

No. 1, 3, 5, 6, 7, 12, 20, 21 black men; 14, 15, 19, 23, 26, 27, 30, 32 white men, and white to play.

W 30,25 B 21,30 W 14,10 B 7,14
W 19,16 B 12,19 W 23,16 B 30,23
W 27, 2

Twenty-First Stroke.

No. 3, 6, 10, 13, 14, 17, 19 black men; 7, 20, 21, 22, 26, 30 white men, and black to move.

B 19,23 W 26,19 B 17,26 W 30,23
B 14,18 W 23,14 B 10,17 W 21,14
B 3,17

Twenty-Second Stroke.

No. 2, 7, 10, 11, 12, 13, 14, 21 black men; 19, 20, 22, 23, 26, 30, 31, 32 white men, and white to move.

W 20,16 B 11,20 W 19,15 B 10,19
W 23,16 B 12,19 W 22,17 B 13,22
W 26, 3

Twenty-Third Stroke.

No. 3, 5, 8, 10, 11, 15, 16, 22 black men; 17, 18, 20, 27, 28, 29, 31, 32 white men, and white to move.

W 31,26 B 22,31 W 18,14 B 31,24
W 14, 7 B 3,10 W 28, 3

Twenty-Fourth Stroke.

No. 5, 12 black men, 14, 29, 32 black kings; 8, 9, 30, 31 white men, 15 a white king, and white to move.

W 31,27 B 32,23 W 30,25 B 29,22
W 15,10 B 14, 7 W 8, 3 B 5,14
W 3,19

THE

THE GAME OF BILLIARDS.

THERE are various games of billiards, as follows:

The WHITE WINNING GAME.
The WHITE LOSING GAME.
RED, or CARAMBOLE WINNING GAME.
The RED LOSING GAME, and
FORTIFICATION BILLIARDS.

The game uſually played is the white winning game.

RULES *and* REGULATIONS *to be obſerved at the* WHITE WINNING GAME, *from Mr.* DEW's *Treatiſe on Billiards.*

The Game is Twelve in Number.

I. WHEN you begin, ſtring for the lead, and the choice of balls, if you pleaſe.

II. When a perſon ſtrings for the lead, he muſt ſtand within the limits of the corner of the table, and likewiſe muſt not place his ball beyond the ſtringing nails or ſpots; and the perſon who brings his ball neareſt the cuſhion wins the lead.

III. If

III. If after the firſt perſon has ſtrung for the lead, and his adverſary who follows him ſhould make his ball touch the other, he loſes the lead.

IV. If the player holes his own ball, either in ſtringing or leading, he loſes the lead.

V. If the leader follows his ball with either mace or cue paſt the middle hole, it is no lead; and if his adverſary chuſes, he may make him lead again.

VI. The ſtriker who plays at the lead, muſt ſtand with both his feet within the limits of the corner of the table, and muſt not place his ball beyond the ſtringing nails or ſpots; and his adverſary (only) is bound to ſee that he ſtands and plays fair, otherwiſe the ſtriker wins all the points he made by that ſtroke.

VII. When a hazard has been loſt in either of the corner holes, the leader is obliged (if his adverſary requires it) to lead from the end of the table where the hazard was loſt; but if the hazard was loſt in either of the middle holes, it is at the leader's option to lead from either end of the table he pleaſes.

VIII. If the ſtriker does not hit his adverſary's ball, he loſes one point; and if by the ſaid ſtroke his ball ſhould go into a hole, over the table, or on a cuſhion, he loſes three points, *viz.* one for miſſing the ball, and two for holing it, &c. and he loſes the lead.

IX. If

IX. If the ſtriker holes his adverſary's ball, or forces it over the table, or on a cuſhion, he loſes two points.

X. If the ſtriker holes his own ball, or forces it over the table, or on a cuſhion, he loſes two points.

XI. If the ſtriker holes both balls, or forces them over the table, or on a cuſhion, he loſes two points.

XII. No perſon hath a right to take up his ball without permiſſion from his adverſary.

XIII. If the ſtriker, by accident, ſhould touch or move his own ball, not intending to make a ſtroke, it is deemed as an accident; and his adverſary, if he requires it, may put the ball back in the place where it ſtood.

XIV. If the ſtriker forces his adverſary's ball over the table, and his adverſary ſhould chance to ſtop it, ſo as to make it come on the table again, the ſtriker nevertheleſs wins two points.

XV. If the ſtriker forces his own ball over the table, and his adverſary ſhould chance to ſtop it, ſo as to make it come on the table again, the ſtriker loſes nothing by the ſtroke, and he has the lead: becauſe his adverſary ought not to ſtand in the way, or near the table.

XVI. If the ſtriker miſſes the ball, and forces it over the table, and it ſhould be ſtopped by his adverſary, as before-mentioned,

ed, he loſes one point, and has the lead, if he chuſes.

XVII. If the ſtriker, in playing from a cuſhion or otherwiſe, by touching the ball, makes his mace or cue go over or paſt it, he loſes one point; and if his adverſary requires it, he may put the ball back, and may make him paſs the ball.

XVIII. If the ſtriker, in attempting to make a ſtroke, doth not touch his ball, it is no ſtroke; and he muſt try again to make a ſtroke.

XIX. If when the balls are near each other, and the ſtriker by accident ſhould make his ball touch the other ball, it is nevertheleſs a ſtroke, though not intended as ſuch.

XX. If the ſtriker who plays the ſtroke ſhould make his adverſary's ball go ſo near the brink of a hole, as to be judged to ſtand ſtill, and afterwards ſhould fall into it, the ſtriker wins nothing; and the ball muſt be put on the ſame brink where it ſtood, for his adverſary to play from the next ſtroke.

N. B. There is no occaſion for challenging the ball if it ſtops, as ſome perſons imagine.

XXI. If the ſtriker's ball ſhould ſtand on the brink or edge of a hole, and if in playing it off he ſhould make the ball go in, he loſes three points.

XXII. If a ball ſhould ſtand on the brink or on the edge of a hole, and it ſhould fall into

into the hole, before or when the ſtriker has delivered his ball from his mace or cue, ſo as to have no chance for his ſtroke, in that caſe, the ſtriker and his adverſary's balls muſt be placed in the ſame poſition, or as near as poſſible thereto, and the ſtriker muſt play again.

XXIII. The ſtriker is obliged to paſs his adverſary's ball, more eſpecially if he miſſes the ball on purpoſe; and his adverſary may, if he chuſes, oblige him to place the ball where it ſtood, and play until he has paſſed.

XXIV. If the ſtriker plays both balls from his mace or cue, ſo that they touch at the ſame time, it is deemed a foul ſtroke; and if it is diſcovered by his adverſary, and a diſpute ſhould ariſe thereon, he has an undoubted right to appeal to the diſintereſted part of the company then preſent; and the marker, if required, after demanding ſilence, muſt go round the table to each perſon ſeparately, and be particularly careful to aſk, if he has any bett depending, if he underſtands the game, and the nature of the diſpute then in queſtion; and if determined by the majority of the diſintereſted company, and the marker, if needful, to be a foul ſtroke, then it is at his adverſary's option (if not holed) either to play at the ball, or take the lead.

But if, by the above-mentioned ſtroke, his adverſary doth not diſcover it to be a foul ſtroke,

ſtroke, then the ſtriker may reckon all the points he made by the ſaid ſtroke, and the marker is obliged to mark them.

XXV. No perſon hath a right to diſcover to the player whether the ſtroke is fair or foul, until it is aſked.

XXVI. If by a foul ſtroke the ſtriker ſhould hole his adverſary's ball, he loſes the lead.

XXVII. If by a foul ſtroke the ſtriker holes his own or both balls, or forces his own or both balls over the table, or on a cuſhion, he loſes two points.

XXVIII. If the ſtriker plays on a ball when it is running or moving, it is deemed as a foul ſtroke. [Vide Article XXIV.]

XXIX. If the ſtriker plays with both feet off the ground, without the permiſſion of his adverſary, it is deemed a foul ſtroke. [Vide Article XXIV.]

XXX. If the ſtriker plays with a wrong ball, he loſes the lead, if his adverſary requires it.

XXXI. If the balls ſhould be changed in a hazard, or on a game, and it is not known by which party, the hazard muſt be played out by each party with their different balls, and then changed.

XXXII. If the ſtriker plays with his adverſary's ball, and holes, or forces the ball he played

played at over the table, &c. it is deemed a foul ſtroke. [Vide Article XXIV.]

XXXIII. If the ſtriker plays with his adverſary's ball, and holes or forces the ball he played with over the table, &c. he loſes two points; and if he miſſed the ball, three points.

XXXIV. If the ſtriker plays with his adverſary's ball, and miſſes it, he loſes two points; and if his adverſary diſcovers that he hath played with the wrong the ball, he may part the balls, and take the lead if he pleaſes.

XXXV. In all the before-mentioned caſes of the ſtriker's playing with the wrong ball (if diſcovered) his adverſary muſt play with the ball the ſtriker played at throughout the hazard, or part the balls, and take the lead.

XXXVI. Whoever ſtops a ball when running, with hand, ſtick, or otherwiſe, loſes the lead, if his adverſary does not like the ball he has to play at the next ſtroke. [Vide Article XXIV.]

XXXVII. Whoever retains his adverſary's ſtick when playing, it is deemed foul. [Vide Article XXIV.]

XXXVIII. If the ſtriker ſtops or put his own ball out of its courſe, when running towards either of the holes, and if adjudged by the marker, and the diſintereſted company then preſent, to be going into a pocket, if he miſſed the ball, he loſes one point, and if

going into a hole by the ſame ſtroke, three points.

XXXIX. If the ſtriker ſtops or puts his adverſary's ball out of the courſe when running towards or into a hole, or puts his adverſary's ball into a hole, it is deemed a foul ſtroke. [Vide Article XXIV.]

N. B. If the adverſary does the ſame as in the foregoing rules, he is ſubjected to the ſame penalties as the ſtriker.

XL. He who ſhakes the table when the ball is running, makes it a foul ſtroke. [Vide Article XXIV.]

XLI. He who throws his ſtick upon the table, ſo as apparently to be of any detriment to his adverſary, makes it a foul ſtroke. [Vide Article XXIV.]

XLII. He who blows on the ball when running, makes it foul. [Vide Article XXIV.] And if his own ball was running towards or near the hole, he loſes two points.

XLIII. He who leaves the game before it is finiſhed, and will not play it out, loſes the game.

XLIV. Any perſon may change his mace or cue in playing, unleſs otherwiſe previouſly agreed on.

XLV. When two perſons are at play, and no particular terms of agreement have been made, neither party has a right to object to either

either mace or cue being played with in the ſaid game.

XLVI. When the parties agree to play mace againſt cue, the mace player has no right to uſe a cue, nor has the cue player any right to uſe a mace during the game or match, without permiſſion from his adverſary.

XLVII. When a perſon agrees to play with the cue, he muſt play every ball within his reach with the point thereof, and if he agrees to play with the butt of the cue, he has no right to play with the point, without permiſſion from his adverſary.

XLVIII. When the parties agree to play point and point of the cue, neither of them have a right to uſe a butt during the game or match, without permiſſion, &c. but they have a right to play with the point of a long cue over a mace, &c.

XLIX. When the parties agree to play all point with the ſame cue, they have no right to uſe any other during the game or match.

L. Whoever propoſes to part the balls, and the adverſary agrees to it, the propoſer loſes the lead.

LI. Two miſſings do not make a hazard, unleſs it is previouſly agreed on to the contrary.

LII. In all caſes, the betters are to abide by the players on the determination of the hazard, or on the game; and the betters have

a right to demand their money when the game is over, to prevent diſputes.

LIII. Every perſon ought to be very attentive, and liſten for the ſtroke, before he opens the door of billiard room.

LIV. The ſtriker has a right to command his adverſary not to ſtand facing him, nor near him, ſo as to annoy or moleſt him in the ſtroke.

LV. Each party is to attend to his own game, and not to aſk—If his adverſary's ball be cloſe?—If he touches his ball?—If he can go round the ball?—nor any queſtion of the like tendency; nor is any perſon to be ſet right if going to play with the wrong ball.

LVI. Thoſe perſons who do not play muſt ſtand from the table, and give room for the players to paſs round the table, to make the ſtroke.

LVII. The parties who play ought to be particularly careful and attentive to the hazard or the game, more eſpecially when any bets are depending thereon.

LVIII. No perſon in the room has a right to lay more than the odds on a hazard or on a game. But if he offends for want of knowledge of the game, he ſhould appeal to the marker: or to the table of the odds, which ought to be hung up in the billiard room for inſpection.

LIX. Each

LIX. Each perſon who propoſes a bett, ſhould name the ſum he intends to lay, and ſhould likewiſe be very careful not to offer a bett when the ſtriker has taken his aim, or is going to ſtrike, leſt it may diſturb or interrupt him in the ſtroke.

LX. No bett ought to be propoſed on any ſtroke (at the loſing game eſpecially) that may be ſuppoſed to have any tendency to leſſen or to influence the judgment of the player.

LXI. If any betts are laid on the hazard, and the game is eleven, and the ſtriker loſes the game by a miſs, and ſhould afterwards go into a hole, it cannot be a hazard, the game being out by the miſs.

LXII. If *A* propoſes a bett, which is accepted by *B*, it muſt be confirmed by *A*, otherwiſe it is no bett.

LXIII. When four perſons play, the game is fifteen in number, and each party has a right to conſult with and direct his partner in any thing reſpecting the game, *&c.* and the party who makes two miſſings before a hazard is made, is out, and it is his partner's turn to play; but if after the two miſſings have been made by the party, his adverſary ſhould hole a ball, ſo as to make a hazard the ſtroke following the ſaid two miſſings have been made, yet the party who did not make the two miſſings is to play, as he cannot be

ſuppoſed to be out who has not made a ſtroke.

WHITE LOSING GAME, *from Mr.* DEW.

Twelve in Number.

When a perſon is tolerably well acquainted with the winning game, he ſhould then learn the loſing game (the reverſe of the winning) which is a key to billiards in general. It depends entirely upon the defence, and the knowledge of the degree of ſtrength with which each ſtroke ſhould be played, either to defend or to make a hazard: for if a perſon who has a competent knowledge of the game, ſhould not have a hazard to play at, he muſt endeavour to lay his own ball in ſuch a poſition that his adverſary may not have one to play at the next ſtroke. For a loſing game hazard is much more eaſy to be made, when well underſtood, than a winning game hazard is in general.

I. WHEN you begin you muſt ſtring for the lead, and the choice of the balls, the ſame as in the rules for leading at the white winning game.

II. If the ſtriker miſſes the ball, he loſes one; and if his ball goes into a hole by the ſame ſtroke, he loſes three points.

III. If

III. If the ſtriker holes his adverſary's ball, he loſes two points.

IV. Forcing either or both the balls over the table, or on a cuſhion, reckons nothing, and the ſtriker loſes the lead.

V. If the ſtriker miſſes his adverſary's ball, and forces his own ball over the table, &c. he loſes one point and the lead.

VI. Either of the parties forcing over either or both the balls, reckons nothing, and the ſtriker loſes the lead.

VII. If the ſtriker holes his own ball, he wins two points.

VIII. If the ſtriker holes both balls, he wins four points.

IX. If the ſtriker holes either of the balls, and forces the other over the table, &c. he loſes the lead only.

The reſt of the articles of regulations, &c. as in the winning game, are likewiſe to be obſerved.

RED, *or* CARAMBOLE WINNING GAME. *From Mr.* DEW.

Sixteen in Number.

The red or carambole winning game is full of variety; and there being many chances in it, make it a game of great uncertainty, the

the odds of it are not calculated, but are generally laid according to fancy, or to the cuſtom of the tables where they are uſually played at.

I. WHEN you begin, you muſt ſtring for the ſtroke and the choice of the balls, the ſame as in the rules for leading, &c. in the winning game.

II. A red ball is to be placed on a ſpot made for that purpoſe, in the centre between the ſtringing nails or ſpots, at one end of the table.

III. The white or the ſtriker's ball is to be played from a ſpot made for that purpoſe, in the centre between the ſtringing nails or ſpots at the other end of the table.

IV. After the firſt ſtriker hath played, his adverſary is to play next, and ſo on alternately throughout the game.

V. When the red ball hath been holed or forced over the table, &c. it muſt be placed on the ſame ſpot where it originally ſtood at the beginning of the game.

VI. When either of the white balls has been holed, &c. it muſt be placed and played from the ſame ſpot where it ſtood at the beginning of the game, when it is the ſtriker's turn to play.

VII. If the ſtriker miſſes both the balls, he loſes one point.

VIII. If

VIII. If the ſtriker miſſes both the balls, and holes his ball, he loſes three points.

IX. If the ſtriker hits the red and his adverſary's ball with his own ball he played with, he wins two points; which ſtroke is called a carambole, or, for ſhortneſs, a carrom.

X. If the ſtriker holes his adverſary's white ball, he wins two points.

XI. If the ſtriker holes the red ball, he wins three points.

XII. If the ſtriker holes the red, and his adverſary's white ball, by the ſame ſtroke, he wins five points.

N. B. Two for the white, and three for the red ball.

XIII. If the ſtriker makes a carambole, and puts his adverſary's or the white ball into a hole, he wins four points.

N. B. Two for the carambole, and two for the white ball.

XIV. If the ſtriker makes a carambole, and holes the red ball, he wins five points.

N. B. Two for the carambole, and three for holing the ball.

XV. If the ſtriker makes a carambole, and holes his adverſary's or the white ball, and the red ball, by the ſame ſtroke, he wins ſeven points.

N. B. Two for the carambole, two for the white, and three for the red ball.

XVI. Forc-

XVI. Forcing either or all the balls over the table, reckons nothing.

XVII. If the ſtriker forces his adverſary's or the red ball over the table, and by the ſame ſtroke ſhould hole his own ball, he loſes nothing.

XVIII. If the ſtriker makes a carambole, and forces either of the balls over the table by the ſame ſtroke, he wins nothing.

XIX. If the ſtriker forces the red ball over the table, it muſt be immediately placed on its proper ſpot.

XX. If the ſtriker forces either his own or his adverſary's ball over the table, or one of them into a hole by the ſame ſtroke, it reckons nothing of either ſide; and the ball or balls muſt be placed on the proper ſpot to play from, when it is each ſtriker's turn to play.

XXI. If the ſtriker, in playing a ſtroke, ſhould make his mace or cue touch two balls at the ſame time, it is deemed a foul ſtroke, and, if diſcovered by his adverſary, he wins nothing for any points he made for the ſtroke; and his adverſary, if he pleaſes, may break the balls; that is, by parting the balls, and playing from the proper ſpot on the red ball, as at the beginning of the game. But if, by the foregoing ſtroke, which is deemed foul, his adverſary does not break the balls, and play from the proper ſpot, &c. then

then the ſtriker may reckon all the points he made by the ſtroke, and the marker is obliged to reckon them.

XXII. No perſon has a right to diſcover to the player whether the ſtroke be fair or foul, until it is aſked, unleſs they are playing a four match; and, in that caſe, none but the player and his partner have a right to aſk it.

XXIII. If the ſtriker holes his own ball by a foul ſtroke, he either loſes two or three points (according to which ball he ſtruck firſt) by the ſtroke.

XXIV. If the ſtriker makes a carambole, and holes his own ball, he wins nothing for the carambole, and loſes either two or three points by the ſaid ſtroke, according to which ball he ſtruck firſt.

XXV. If the ſtriker makes a carambole, and forces either of the balls over the table, he wins nothing by the carambole.

XXVI. If the ſtriker is going to play with the wrong ball, no perſon in the room has any right to diſcover it to him, except his partner, if they are playing a double match.

XXVII. After a red ball has been holed, or forced over the table, the preſent ſtriker is bound to ſee the ball placed on the proper ſpot before he ſtrikes, otherwiſe he can win no points while the ball is out of its place;

place; and the ſtroke he made is deemed foul. [See Article XXI.]

XXVIII. If after a white ball has been holed, or forced over the table, the ſtriker is obliged to place his ball on the proper ſpot he is to play from, otherwiſe he can win no points he made by the ſtroke, which is likewiſe deemed foul. [See Article XXI.]

XXIX. If after the ſtriker has made a carambole, or holed his adverſary's or the red ball, he ſhould touch either of the balls which remain on the table with hand, ſtick, or otherwiſe, he can win no points he made by the ſtroke; and it is deemed a foul ſtroke. [See Article XXI.]

XXX. If the ſtriker plays with the wrong ball, it is deemed a foul ſtroke. [See Article XXI.]

XXXI. If the ſtriker plays with his adverſary's or the wrong ball, and holes the ball he played with, he either loſes two or three points, according to which ball he ſtruck firſt; and it is deemed a foul ſtroke. [See Article XXI.]

XXXII. If the ſtriker plays with his adverſary's or the wrong ball, and ſhould miſs both the balls, he loſes one point; and if the ball ſhould go into a hole by the ſtroke, he loſes three points; and it is deemed a foul ſtroke. [See Article XXI.]

XXXIII. If

XXXIII. If either or both the balls ſhould be upon the line, or within the ſtringing nails or ſpots where the white ball is originally placed, after his adverſary's ball is off the table, it is called a balk; and the ſtriker, who is to play from the ſpot, muſt ſtrike the oppoſite cuſhion, to make the ball come back again to hit one of the balls within the balk; which if he does not, he loſes one point: if he ſtrikes the white ball firſt, and holes his own ball, he loſes two points; and if he ſtrikes the red ball firſt, and holes his own ball, he loſes three points.

XXXIV. If the ſtriker holes either or both the balls, or makes a carambole when the balls are within the balk, he wins two, three, five, or ſeven points, according to the ſtroke.

XXXV. When the ſtriker plays from the ſpot at either of the balls within the balk, he is obliged to paſs one of the balls, otherwiſe it is no ſtroke.

XXXVI. When the ſtriker's and the red ball are within the balk, he is not obliged to paſs the ball.

XXXVII. In either of the caſes of playing with the wrong ball (if it is not diſcovered) the ſtriker may reckon all the points he made by the ſtroke, and the marker is obliged to mark them.

XXXVIII. If after the red ball has been holed or forced over the table, either of the white balls ſhould lay upon or near the ſpot, ſo that the red ball cannot be placed on its proper ſpot without touching each other, the marker muſt then hold the red ball in his hand while the ſtriker plays at his adverſary's ball; and the red ball muſt be immediately placed on its proper ſpot, ſo that it may not prevent a carambole, &c. from being made.

XXXIX. When either of the white balls has been holed, and the red or the white ſhould ſtand upon or ſo near the ſpot that the ſtriker cannot place the ball without touching each other, the marker muſt hold the red ball in his hand, &c. [See the foregoing rule.]

XL. If either of the balls ſhould lay either before, behind, or on ſide of the ſpot, ſo that the ſtriker can place his ball without touching each other, he muſt play the ball as he can from the ſpot, neither of which balls muſt be moved to make way for him to play.

XLI. If the ſtriker ſhould touch two balls with his mace or cue, it is deemed a foul ſtroke. [See Article XXI.]

XLII. The betters ought to be particularly careful in propoſing any betts before the ſtroke at this game, that may be ſuppoſed

to

to have any tendency to influence the judgment of the player.

XLIII. No perſon in the room has any right, by ſigns, geſtures, or otherwiſe, to diſcover to the player how the ball is to be played, whether the ſtroke is in his favour or not, or (after the ſtroke hath been played) of any error he may have committed in judgment; as a ſtroke of the ſame kind may happen in the ſame hazard, or in the game.

XLIV. Each perſon who propoſes a bett ſhould name the ſum he intends to lay, and ſhould likewiſe be very careful not to propoſe a bett when the ſtriker has taken his aim, or is going to ſtrike, leſt it might diſturb or interrupt the player in the ſtroke.

The reſt of the articles of the regulations, &c. as in the white winning game, are likewiſe to be obſerved.

RED *or* CARAMBOLE LOSING GAME.
From Mr. DEW.

The Game is Sixteen in Number.

The red or carambole loſing game requires greater judgment than the winning, and depends materially on the ſkill of the player; the chances in it may happen ſometimes to vary more than at the winning carambole game, and

eſpecially if the players do not properly underſtand the ſkilful part of the game.

I. THE game begins in the ſame manner as the carambole winning game.

II. If the ſtriker miſſes both the balls, he loſes one point.

III. If the ſtriker miſſes both balls, and holes his own ball by the ſame ſtroke, he loſes three points.

IV. If the ſtriker hits the red ball firſt, and holes it, he loſes three points, and the ball muſt be immediately replaced on its proper ſpot.

V. If the ſtriker hits the white ball firſt, and holes it, he loſes two points.

VI. If the ſtriker holes the white and the red ball by the ſame ſtroke, he loſes five points, viz. two for holing the white ball, and three for holing the red.

VII. If the ſtriker makes a carambole, and holes either his adverſary's or the red ball only, he wins nothing for the carambole, and loſes either two or three points, according to which ball he ſtruck firſt.

VIII. If the ſtriker makes a carambole, he wins two points.

IX. If the ſtriker makes a carambole by ſtriking the white ball firſt, and ſhould hole his own ball by the ſtroke, he wins four points,

points, viz. two for the carambole, and two for holing his own ball on the white.

X. If the ſtriker makes a carambole by ſtriking the red ball firſt, and by the ſtroke ſhould hole his own ball, he wins five points, viz. two for the carambole, and three for holing his own ball on the red.

XI. If the ſtriker makes a carambole by ſtriking the white ball firſt, and by that ſtroke ſhould hole his own and his adverſary's white ball, he wins ſix points, viz. two for the carambole, two for holing his own ball on the white, and two for holing his adverſary's or the white ball.

XII. If the ſtriker makes a carambole by ſtriking the red ball firſt, and by the ſaid ſtroke ſhould hole his own ball, and his adverſary's white ball, he wins ſeven points, viz. two for the carambole, three for holing his own ball on the red, and two for holing his adverſary's white ball.

XIII. If the ſtriker makes a carambole by ſtriking the white ball firſt, and by the ſaid ſtroke ſhould hole his own and the red ball, he wins ſeven points, viz. two for the carambole, two for holing his own ball on the white, and three for holing the red ball.

XIV. If the ſtriker makes a carambole by ſtriking the red ball firſt, and by the ſaid ſtroke ſhould hole his own and the red ball, he wins eight points, viz. two for the caram-

bole, three for holing his own ball on the red, and three for holing the red ball.

XV. If the ſtriker makes a carambole by ſtriking the white ball firſt, and ſhould hole his own ball, and his adverſary's white and the red ball, he wins nine points, viz. two for the carambole, two for holing his own ball on the white, two for holing his adverſary's white ball, and three for holing the red ball.

XVI. If the ſtriker makes a carambole by ſtriking the red ball firſt, and by the ſaid ſtroke ſhould hole his own ball, and the red and his adverſary's white ball, he wins ten points, viz. two for the carambole, three for holing his own ball on the red, three for holing the red, and two for holing his adverſary's white ball

XVII. If the ſtriker holes his own ball on he white ball, he wins two points.

XVIII. If the ſtriker holes his own ball on the red, he wins three points.

XIX. If the ſtriker, by ſtriking the white ball firſt, ſhould hole his own ball and his adverſary's white ball, he wins four points, viz. two for holing his own ball on the white, and two for holing his adverſary's white ball.

XX. If the ſtriker by ſtriking the red ball firſt, ſhould hole his own ball and his adverſary's white ball, he wins five points, viz.

viz. three for holing his own ball on the red, and two for holing the white ball.

XXI. If the ſtriker ſtrikes his adverſary's white ball firſt, and hol s his own ball and the red, he wins five points, viz. two for holing his own ball on the white, and three for holing the red ball.

XXII. If the ſtriker ſtrikes the red ball firſt, and holes his own ball, and his adverſary's white ball, he wins five points, viz. three for holing his own ball on the red, and two for holing his adverſary's on the white ball.

XXIII. If the ſtriker ſtrikes his adverſary's white ball firſt, and holes his own ball, and his adverſary's white ball, and the red, by the ſame ſtroke, he wins ſeven points, viz. two for holing his own ball on the white, two for holing his adverſary's white ball, and three for holing the red ball.

XXIV. If the ſtriker ſtrikes the red ball firſt, and holes his own ball and the red, and his adverſary's white ball by the ſame ſtroke, he wins eight points, viz. three for holing his own ball on the red, three for holing the red ball, and two for holing the white ball.

XXV. If the ſtriker ſtrikes the red ball firſt, and holes his own and the red ball, he wins ſix points, viz. three for holing his own ball on the red, and three for holing the red ball.

XXVI. The

XXVI. The betters ought to be particularly careful in propoſing any betts at this game, that may be ſuppoſed to have any tendency to pervert or to influence the judgment of the player.

N. B. The reſt of the rules and regulations are likewiſe to be obſerved, as in the rules for the carambole winning game, &c.

Fortification Billiards.

AS the table on which this game is played differs materially from a common billiard table, we ſhall here endeavour to deſcribe it.

The ſuperficies of the table is like that uſed for the other games of billiards. Then—

Firſt. There are ten forts made of wood, in the form of caſtles, which are to have lead put in them for the purpoſe of making them heavy, ſo that in playing the balls they may not be moved from their places.

In the front of each fort, at the bottom, is an arch, full wide and high enough to admit the ball, which is to be put through it to attack the fort. Within the arch of each fort a ſmall bell is hung, which muſt be made to ring by the adverſary's attacking ball, otherwiſe the fort cannot be taken.

Se-

Secondly. The paſs through which each of the adverſary's attacking balls muſt paſs, before a fort can be taken.

Laſtly. The grand batteries, and ten flags or colours.

Two of the forts, called the grand forts, are to be made larger than the reſt, and to have an arch cut through them of the ſize the others have.

Five of the forts, including one of the grand forts, one of the batteries, and five of the flags or colours are uſually painted red, and the forts and battery are to be pointed like brick-work, which colour denotes them to be Engliſh; on each fort one red colour is to be hoiſted on the centre of the front thereof.

The other five forts, grand fort included, battery and colours, are to be of a white colour; the forts and battery to be pointed with black, like ſtone, are called French, one white colour to be hoiſted on each as before-mentioned.

The paſs, which ſerves for the purpoſe of both parties attacking balls to go through, is to be made in the form of the grand forts, but rather longer, for diſtinction, and to have an arch of the ſize of the grand forts, and is to be painted of different colours—viz. one of the ends where the arch is, of a red, to continue half way of each ſide,

ſide, and the ſame on the top; the other end of the arch is to be white, and to continue in the ſame colour over the other half as before.

There are likewiſe two colours to be hoiſted on the paſs—viz. one red and the other white; the red to be hoiſted at the Engliſh end, and the white at the French end.

The paſs is to be placed in the centre of the table, the red end to face the Engliſh forts, and the white end the French forts.

The limits of each party's quarter is from the end cuſhion, where his forts are placed, to his paſs on each ſide of the table.

The red or Engliſh forts are to poſſeſs one end of the table, and is called the Engliſh quarter.

The white or French forts are to poſſeſs the other end of the table, and is called the French quarter.

The two forts in each quarter in the firſt angle from the paſs, are to be taken firſt, which are, therefore, called the advanced forts.

The two forts in the ſecond angle are to be taken next, which are called the reſerved forts.

Laſtly—the grand fort, with the battery placed before the ſame, is the laſt to be taken.

The

The height of the advanced and the reſerved forts is to be five inches and a half, the breadth and length of the advanced forts five inches to the ſquare, and the length of the reſerved forts are five inches and a half, and the back of them to be rounded off.

The height of the grand forts is to be five inches and a half, the breadth and length ſix inches and a quarter. The batteries are made in a triangular form, the height of them are three inches, the breadth at the extremity are two inches and a half, and the length three inches and a half.

The height of the paſs is five inches and a half, the breadth ſix inches and a quarter, and the length ſeven inches.

The height of the concave in the forts, where the attacking ball muſt enter, is three inches, the breadth two inches and a half, the depth two inches and three quarters.

The bell which is to be within the arch in each fort muſt be hung one inch and a half within it.

The balls which are to be played with at this game are to be one inch and three eighths diameter.

Fortification Billiards.

From Mr. Dew.

The Game is Twenty in Number.

I. THE game begins, he who ſtrikes the oppoſite cuſhion, and brings the ball neareſt the cuſhion where he ſtruck from, ſhall have the firſt ſtroke, and have the red (or Engliſh ſide of the forts) and muſt commence hoſtilities, and begin the attack.

II. Each party has three balls, viz. one attacking ball and two defending balls.

III. The balls are placed on the ſpots in the table, thus: the attacking ball in the middle, the defending balls on each ſide thereof.

IV. The ball for the attack on the red (or Engliſh ſide of the forts) muſt be ſpotted with red, and the defending balls with ſmall black circles.

V. The ball for the attack on the white (or French) ſide of the forts muſt be white, i. e. plain, and the two defending balls eight black ſpots on each ball.

VI. Before you can attack any of the forts, you muſt make the paſs.

VII. When you have made the paſs, you muſt take down your adverſary's colours, and then attack either of his advanced forts, which muſt be taken firſt.

VIII. If

VIII. If after you have made the paſs, you do not take down your adverſary's colours, you muſt make the paſs again from your own ſide of the ſorts; but you muſt not return to the ſpot.

IX. If you take either of your adverſary's ſorts, after you have made the paſs, and have not taken down your adverſary's paſs colours, you loſe two points, and muſt return to your ſpot again.

X. After you have regularly made the paſs, and have taken a ſort, you muſt return to your middle ſpot again.

Note. Regularly making the paſs, is when you have taken down your adverſary's colours, conformable to Article VII.

XI. When you have taken a ſort, you win four points.

XII. If you do not take down your adverſary's colours, when you have taken his ſort, you are obliged to take the ſaid ſort again, and muſt be put back thoſe four points you won by the ſame.

XIII. Miſſings at this game reckon nothing.

XIV. After you have regularly made the paſs, you are not obliged to go through it again during the game.

XV. In each ſort there is a bell, which gives notice at being taken; which bell muſt

be made to ring, otherwiſe the fort is not taken.

XVI. The beſieged may defend his forts, or may ſend his attacking ball into the aſſaulter's quarter to attack his forts.

XVII. The beſieger muſt take his adverſary's forts with his attacking ball.

XVIII. If the beſieger ſhould take his adverſary's fort with either of his defending balls, he loſes two points, and returns to his ſpot again.

XIX. If the ſtriker plays with either of his adverſary's balls, he loſes two points, and if he played on either of his own balls, it muſt be put on its proper ſpot again, if his adverſary requires it.

XX. Either party may ſend his defending ball or balls into his adverſary's quarter, if he pleaſeth.

XXI. After having taken the two advanced forts, you muſt take the two other forts in the next angle, which are called the reſerved forts, and laſtly the grand fort.

XXII. He who does not take the forts according to the above direction, and takes either of the laſt for the firſt, loſes two points, and muſt return to the proper ſpot again.

XXIII. After a fort hath been taken, or a ball holed or forced over the table, the ſtriker is bound to place, or to ſee the ball placed,

placed, on its proper ſpot; and if he does not, he ſhall reckon nothing for any forts, &c. he ſhall take during the time the ball is out of its place.

XXIV. After having taken a fort, either by ſtorm or otherwiſe, and his adverſary takes the ſaid ball out of the fort, to place it or otherwiſe, and although he does not take down his colours, nevertheleſs the ſaid fort is deemed as taken, and the colours are to be taken down.

N. B. Taking a fort by ſtorm is, when the party has made his utmoſt effort to take it, and is ſo well defended and guarded by his adverſary, ſo that he is obliged to have recourſe to ſtratagem, that is, by laying his ball in a proper angle, and ſtriking the ball againſt the end cuſhion, and bringing the ball back again into his adverſary's fort.

XXV. If the ſtriker forces either of his adverſary's balls into his own fort which has not been taken, he makes him a priſoner of war, and wins ſix points.

XXVI. If the ſtriker forces either of his adverſary's balls into his own fort which has been taken, it is no priſoner of war, but the ſaid ſtriker wins two points.

XXVII. If the ſtriker forces either of his adverſary's balls into his adverſary's fort, he wins two points.

XXVIII. If the ſtriker holes either of his adverſary's balls, or two, &c. for each ball ſo holed he wins two points.

XXIX. If the ſtriker holes his own ball or balls, for each ball ſo holed he loſes two points.

XXX. If the ſtriker forces his adverſary's ball, or balls, over the table, or on a fort, or cuſhion, for each ball he wins two points.

XXXI. If the ſtriker forces his own ball, or balls, over the table, &c. for each ball he loſes two points.

XXXII. If the ſtriker forces his adverſary's ball over the table, or on a fort or cuſhion, or into a hole, and regularly takes his adverſary's fort by the ſame ſtroke, he wins ſix points. But if by the ſame ſtroke the ſtriker's ball ſhould go into a fort which hath been taken, or is out of the angle, he loſes two points.

XXXIII. If the ſtriker holes his own or his adverſary's ball, or forces them over the table, or on a fort, or cuſhion, he loſes two points.

XXXIV. If the ſtriker forces his ball into any of his own or adverſary's forts, which have been taken, or into any of his adverſary's forts out of the angle, he loſes two points.

XXXV. When

XXXV. When a ball is holed or forced over the table, or on, &c. ſuch ball is to be placed on its proper ſpot: but if it happens that the ſpot ſhould be occupied by another ball, in ſuch caſe the ball is to be placed behind it, ſo as not to touch the ball.

XXXVI. Whoever takes a fort after it has been regularly taken, and the colours are down, loſes two points.

XXXVII. When the ſtriker's adverſary's ball is out of ſight (that is, lying behind a fort ſo that it cannot be ſeen) and the ſtriker has a fancy to ſtrike the cuſhion firſt, and hit the ſaid ball backwards, by giving warning, ſaying, *I do not ſee*, if he ſhould hit the ſaid ball, he wins two points; but if he ſhould not hit the ball, he loſes two points.

XXXVIII. If, by the before-mentioned ſtroke, the ſtriker ſhould hit the ball, and holes his own ball, or forces it over the table, or on a fort or cuſhion, or into either of his own forts, or into either of his adverſary's forts, which has been taken,* or is out of the angle, he loſes two points, and ſhall reckon nothing for hitting the ſaid ball.

* Out of the angle.—Vide XXI. and XXII.

XXXIX. If either of the adverſary's balls ſhould lay before either of the ſtriker's forts, which has not been taken, and (the ſaid ball being out of ſight) has a fancy to ſtrike the cuſhion firſt, and hit the ſaid ball backwards, to make a priſoner of war of his ſaid adverſary's ball, by ſaying, *I do not ſee*, if he hits the ball, he wins two points, and if he makes a priſoner of war of his adverſary's ball, he wins ſix points more, and his adverſary's ball muſt return to its proper ſpot again.

XL. When the ſtriker gives warning, ſaying, *I do not ſee*, his adverſary, or the diſintereſted company, have a right to be judges thereof, or the marker, if any diſpute ſhould ariſe thereon.

XLI. If the ſtriker holes, or, &c. either of his adverſary's defending balls, it is at his adverſary's option to place the ſaid ball on either of the proper ſpots, if they are both vacant.

XLII. Whoever touches both balls with mace or cue, it is deemed a foul ſtroke; therefore he cannot reckon any points he made by the ſaid ſtroke, if it is diſcovered and proved to be ſo by the diſintereſted part of the company and the marker; but if it is not diſcovered, the marker is obliged to reckon all the points made by the ſtroke. But if the ſaid ſtroke is proved to be foul, then it is at his

his enemy's option either to break the balls, or to make him return to his proper ſpot again.

XLIII. If the ſtriker makes a foul ſtroke, and holes his own ball, or forces it over the table, &c. he loſes two points for each of his own balls ſo holed or forced over the table; and it is at his adverſary's option to part the balls, if he pleaſes.

XLIV. If the ſtriker moves the ball, it muſt be put back to the proper place it was moved from.

XLV. Whoever blows on his enemy's or on his own ball, when running, it is deemed foul. [See Article XLII.]

XLVI. If the ſtriker, by blowing on his own ball, ſhould put it out of its proper courſe, eſpecially when running near a hole, he loſes two points, and it is deemed foul. [See Art. XLII.]

XLVII. Whoever ſtops a ball with ſtick, or otherwiſe, after the ſtroke, it is deemed foul. [See Art. XLII.]

XLVIII. Whoever plays with both feet off the ground, without permiſſion from his enemy, it is deemed foul. [See Art. XLII.]

XLIX. Whoever plays upon a ball, when running, it is deemed foul. [See Article XLII.]

L. Whoever retains his adverſary's ſtick, when playing, loſes two points—beſides, it is foul. [See Art. XLII.]

LI. Who-

LI. Whoever gets the first twenty points, each fort being regularly taken is four points, wins the game.

LII. When four parties play a double match, he who plays before his turn loses two points.

N. B. The rest of the necessary rules and regulations are to be found in the rules, &c. of the white winning game.

Tables *of* Odds.

Equal Players.

1	love	is	5	to	4
2	——	—	3	—	2
3	——	—	7	—	4
4	——	—	2	—	1
5	——	—	5	—	2
6	——	—	4	—	1
7	——	—	9	—	2
8	——	—	10	—	1
9	——	—	11	—	1
10	——	—	36	—	1
11	——	—	40	—	1

2	to	1	is	4	to 3
3	—		—	8	— 2
4	—		—	7	— 4
5	—		—	2	— 1
6	—		—	7	— 2
8	—		—	9	— 1
9	—		—	10	— 1
10	—		—	32	— 1
11	—		—	36	— 1

3	to	2	is	5	to 4
4	—		—	8	— 5
5	—		—	9	— 5
6	—		—	3	— 1
7	—		—	7	— 2
8	—		—	6	— 1
9	—		—	7	— 1
10	—		—	21	— 1
11	—		—	22	— 1

4	to	3	is	7	to 5
5	—		—	8	— 5
6	—		—	5	— 2
7	—		—	3	— 1
8	—		—	5	— 1
9	—		—	6	— 1
10	—		—	20	— 1
11	—		—	21	— 1

5 to

5	to	4	is	5	to 4
6	—	—		7	— 4
7	—	—		2	— 1
8	—	—		4	— 1
9	—	—		9	— 2
10	—	—		21	— 2
11	—	—		12	— 1

6	to	5	is	3	to 2
7	—	—		7	— 4
8	—	—		3	— 1
9	—	—		4	— 1
10	—	—		9	— 1
11	—	—		21	— 2

7	to	6	is	4	to 3
8	—	—		2	— 1
9	—	—		5	— 2
10	—	—		5	— 1
11	—	—		11	— 2

8	to	7	is	7	to 4
9	—	—		2	— 1
10	—	—		9	— 2
11	—	—		5	— 1

9	to	8	is	5	to 4
10	—	—		11	— 4
11	—	—		3	— 1

10	to	9	is	9	to 4
11	—	—		5	— 2

11 to 10, or according to the ſtroke.

When a Perſon who gives one Point to another, is,

1	all		is	5	to 4
2	to	1	—	3	— 2
3	—	—		7	— 4
4	—	—		2	— 1
5	—	—		5	— 2
6	—	—		4	— 1
7	—	—		9	— 2
8	—	—		10	— 1
9	—	—		11	— 1
10	—	—		36	— 1
11	—	—		40	— 1

2	all		is	5	to 4
3	to	2	—	3	— 2
4	—	—		7	— 4
5	—	—		2	— 1
6	—	—		7	— 2
7	—	—		4	— 1
8	—	—		9	— 1
9	—	—		10	— 1
10	—	—		25	— 1
11	—	—		26	— 1

3	all	is	5	to	4		
4	to 3	—	3	—	2		
5	—	—	7	—	4		
6	—	—	3	—	1		
7	—	—	7	—	2		
8	—	—	6	—	1		
9	—	—	13	—	2		
10	—	—	21	—	1		
11	—	—	22	—	1		
4	all	is	5	to	4		
5	to 4	—	7	—	5		
6	—	—	2	—	2		
7	—	—	11	—	5		
8	—	—	9	—	2		
9	—	—	5	—	1		
10	—	—	12	—	1		
11	—	—	13	—	1		
5	all	is	5	to	4		
6	to 5	—	8	—	5		
7	—	—	9	—	5		
8	—	—	4	—	1		
9	—	—	9	—	2		
10	—	—	10	—	1		
11	—	—	11	—	1		

6	all	is	6	to	5		
7	to 6	—	7	—	5		
8	—	—	5	—	2		
9	—	—	11	—	4		
10	—	—	11	—	2		
11	—	—	6	—	1		
7	all	is	6	to	5		
8	to 7	—	9	—	5		
9	—	—	9	—	4		
10	—	—	5	—	1		
11	—	—	11	—	2		
8	all	is	7	to	6		
9	to 8	—	4	—	3		
10	—	—	3	—	1		
11	—	—	7	—	2		
9	all	is	7	to	6		
10	to 8	—	5	—	2		
11	—	—	11	—	4		
10	all	is	8	—	7		
11	to 10, or according to the ſtroke.						

When

When a Perſon who gives Two Points to another, is,

1	to	2	is	5	to	4	4	all	is	7	to	5
2	all		—	3	—	2	5	to 4	—	8	—	5
3	to	2	—	7	—	4	6	—	—	5	—	2
4	—		—	2	—	1	7	—	—	11	—	4
5	—		—	5	—	2	8	—	—	5	—	1
6	—		—	4	—	1	9	—	—	11	—	2
7	—		—	9	—	2	10	—	—	20	—	1
8	—		—	10	—	1	11	—	—	21	—	1
9	—		—	11	—	1						
10	—		—	31	—	1	5	all	is	7	to	5
11	—		—	32	—	1	6	to 5	—	7	—	4
							7	—	—	2	—	1
3	to	2	is	7	to	4	8	—	—	9	—	2
4	—		—	2	—	1	9	—	—	5	—	1
5	—		—	5	—	2	10	—	—	15	—	1
6	—		—	4	—	1	11	—	—	16	—	1
7	—		—	9	—	2						
8	—		—	10	—	1	6	all	is	4	to	3
9	—		—	21	—	1	7	to 6	—	3	—	2
10	—		—	30	—	1	8	—	—	5	—	2
11	—		—	31	—	1	9	—	—	3	—	1
							10	—	—	11	—	2
3	all		is	3	to	2	11	—	—	6	—	1
4	to	6	—	7	—	4						
5	—		—	2	—	1	7	all	is	4	to	3
6	—		—	7	—	2	8	to 7	—	2	—	1
7	—		—	4	—	1	9	—	—	5	—	2
8	—		—	9	—	1	10	—	—	5	—	1
9	—		—	10	—	1	11	—	—	11	—	2
10	—		—	26	—	1						
11	—		—	27	—	1						

8	all	is	5	to	4
9	to 8	—	7	—	5
10	—	—	3	—	1
11	—	—	7	—	2

9	all	is	5	to	4
10	to 9	—	11	—	4
11	—	—	3	—	1

10 all is 6 to 5
11 to 10, or according to the ſtroke.

When a Perſon who gives Three Points to another, is,

1	to 3	is	5	to	4
2	—	—	3	—	2
3	all	—	7	—	4
4	to	—	1	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	10	—	1
9	—	—	11	—	1
10	—	—	21	—	1
11	—	—	22	—	1

4	all	is	8	to	5
5	to 4	—	9	—	5
6	—	—	3	—	1
7	—	—	7	—	2
8	—	—	7	—	1
9	—	—	8	—	1
10	—	—	20	—	1
11	—	—	21	—	1

5	all	is	8	to	5
6	to 5	—	5	—	2
7	—	—	3	—	1
8	—	—	6	—	1
9	—	—	13	—	2
10	—	—	19	—	1
11	—	—	20	—	1

6	all	is	3	to	2
7	to 6	—	7	—	4
8	—	—	7	—	2
9	—	—	4	—	1
10	—	—	6	—	1
11	—	—	13	—	2

7	all	is	3	to	2
8	to 7	—	5	—	2
9	—	—	3	—	1
10	—	—	11	—	2
11	—	—	6	—	1

8	all	is	4	to	2
9	to 8	—	3	—	2
10	—	—	7	—	2
11	—	—	4	—	1

9	all	is	4	to	3
10	to 9	—	3	—	1
11	—	—	7	—	2

10	all	is	5	to	4
11	to 10, or according to the ſtroke.				

When a Perſon who gives Four Points to another, is,

1	to 4	is	5	to	4
2	—	—	3	—	2
3	—	—	7	—	4
4	—	—	2	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	8	—	1
9	—	—	9	—	1
10	—	—	26	—	1
11	—	—	27	—	1

5	all	is	2	to	1
6	to 5	—	7	—	2
7	—	—	4	—	1
8	—	—	7	—	1
9	—	—	8	—	1
10	—	—	24	—	1
11	—	—	25	—	1

6	all	is	7	to	4
7	to 6	—	2	—	1
8	—	—	5	—	1
9	—	—	11	—	2
10	—	—	15	—	1
11	—	—	16	—	1

7	all	is	7	to	4
8	to 7	—	4	—	1
9	—	—	9	—	2
10	—	—	13	—	1
11	—	—	14	—	1

8	all	is	8	to	5
9	to 8	—	9	—	5
10	—	—	4	—	1
11	—	—	9	—	2

9	all	is	8	to	5
10	to 9	—	7	—	2
11	—	—	4	—	1

10	all	is	3	to	2
11	to 10, according to the ſtroke.				

When a Perſon who gives Five Points to another, is,

1	to	5	is	5	to	4	7	all	is	5	to 2
2	—	—		3	—	2	8	to 7	—	4	— 1
3	—	—		7	—	4	9	—	—	11	— 4
4	—	—		2	—	1	10	—	—	13	— 1
5	—	—		5	—	2	11	—	—	14	— 1
6	—	—		4	—	1					
7	—	—		9	—	2	8	all	is	2	to 4
8	—	—		8	—	1	9	to 8	—	5	— 2
9	—	—		9	—	1	10	—	—	11	— 4
10	—	—		24	—	1	11	—	—	6	— 1
11	—	—		25	—	1					
							9	all	is	2	— 1
6	all		is	5	to	2	10	to 9	—	4	— 1
7	to 6	—		3	—	1	11	—	—	11	— 2
8	—	—		11	—	1					
9	—	—		6	—	1	10	all	is	8	to 5
10	—	—		14	—	1	11	to 10, or according to the ſtroke.			
11	—	—		15	—	1					

When a Perſon who gives Six Points to another, is,

6	all		is	3	to	1	7	all	is	3	to 1
7	to 6	—		7	—	2	8	to 7	—	11	— 2
8	—	—		6	—	1	9	—	—	6	— 1
9	—	—		7	—	1	10	—	—	14	— 1
10	—	—		15	—	1	11	—	—	15	— 1
11	—	—		16	—	1					

8	all	is	5	to	2
9	to 8	—	11	—	4
10	—	—	6	—	4
11	—	—	7	—	1

9	all	is	5	to	2
10	to 9	—	5	—	1
11	—	—	6	—	1

10	all	is	2	to	1
11	to 10, or according to the ſtroke.				

When a Perſon who receives One Point from another, is,

2	love	is	4	to	3
3	—	—	3	—	2
4	—	—	7	—	4
5	—	—	2	—	1
6	—	—	7	—	2
7	—	—	4	—	1
8	—	—	9	—	1
9	—	—	10	—	1
10	—	—	35	—	1
11	—	—	36	—	1

When a Perſon who receives Two Points from another, is,

3	love	is	5	to	4
4	—	—	8	—	5
5	—	—	9	—	5
6	—	—	3	—	1
7	—	—	7	—	2
8	—	—	8	—	1
9	—	—	9	—	1
10	—	—	26	—	1
11	—	—	27	—	1

When a Perſon who receives Three Points from another, is,

4	love	is	7	to	5
5	—	—	8	—	5
6	—	—	11	—	4
7	—	—	3	—	1
8	—	—	7	—	1
9	—	—	8	—	1
10	—	—	25	—	1
11	—	—	26	—	1

When a Perſon who receives Four Points from another, is,

5	love	is	7	to	5
6	——	—	2	—	1
7	——	—	5	—	2
8	——	—	6	—	1
9	——	—	7	—	1
10	——	—	15	—	1
11	——	—	16	—	1

When a Perſon who receives Five Points from another, is,

6	love	is	7	to	4
7	——	—	2	—	1
8	——	—	5	—	1
9	——	—	6	—	1
10	——	—	14	—	1
11	——	—	15	—	1

When a Perſon who receives Six Points from another, is,

7	love	is	3	to	2
8	——	—	4	—	1
9	——	—	5	—	1
10	——	—	11	—	1
11	——	—	12	—	2

When a Perſon who receives Two Points from another, is,

4	to	2	is	6	to 5
5	—	—		4	— 3
6	—	—		5	— 2
7	—	—		3	— 1
8	—	—		5	— 1
9	—	—		11	— 2
10	—	—		18	— 1
11	—	—		19	— 1

When a Perſon who receives Two Points from another, is,

6	to	4	is	4	to 3
7	—	—		3	— 2
8	—	—		3	— 1
9	—	—		7	— 2
10	—	—		9	— 1
11	—	—		10	— 1

When a Perſon who receives Two Points from another, is,

8	to	6	is	3	to 2
9	—	—		7	— 4
10	—	—		4	— 1
11	—	—		9	— 2

When a Perſon who receives Two Points from another, is,

10 to 8 is 3 to 1
11 — — 5 — 2

When a Perſon who receives Four Points from another, is,

7 to 4 is equal.
8 — — 2 to 1
9 — — 5 — 2
10 — — 7 — 1
11 — — 8 — 1

When a Perſon who receives Four Points from another, is,

8 to 6 is equal.
9 — — 5 — 4
10 — — 3 — 1
11 — — 7 — 2

When a Perſon who receives Four Points from another, is,

10 to 8 is 3 to 2
11 — — 7 — 4

When a Perſon who receives Four Points from another, is,

10 to 9 is 5 to 4
11 — — 3 — 2

When a Perſon who receives Six Points from another, is,

10 to 7 is 7 to 4
11 — — 2 — 1

When a Perſon who receives Six Points from another, is,

11 to 8 is 4 to 3

The Odds of a Hazard, when One Point is given, is according to the Stroke,

When 2 are given 6 to 5
— 3 — — 5 — 4
— 4 — — 3 — 2
— 5 — — 8 — 5
— 6 — — 2 — 1

The full Odds that One Perſon does not get Two Hazards following, is

——	——	3 to 1
3 hazards	ditto	7 — 1
4 ——	——	15 — 1
5 ——	——	31 — 1
6 ——	——	63 — 1

THE GAME OF CRICKET.

The Laws to be obſerved in playing.

THE ball muſt weigh not leſs than five ounces and a half, nor more than five ounces and three quarters.

It cannot be changed during the game, but with conſent of both parties.

The bat muſt not exceed four inches and one quarter in the wideſt part.

The ſtumps muſt be twenty-two inches, the bail ſix inches long.

The bowling-creaſe muſt be parallel with the ſtumps, three feet in length, with a return-creaſe.

The popping-creaſe muſt be three feet ten inches from the wickets; and the wickets muſt

muſt be oppoſite to each other, at the diſtance of twenty-two yards.

The party which goes from home ſhall have the choice of the innings and the pitching of the wickets, which ſhall be pitched within thirty yards of a centre fixed by the adverſaries.

When the parties meet at a third place, the bowlers ſhall toſs up for the pitching of the firſt wicket, and the choice of going in.

The bowler muſt deliver the ball with one foot behind the bowling-creaſe, and within the return-creaſe; and ſhall bowl four balls before he changes wickets, which he ſhall do but once in the ſame innings.

He may order the player at his wicket to ſtand on which ſide of it he pleaſes.

The ſtriker is out if the bail is bowled off, or the ſtump bowled out of the ground.

Or if the ball, from a ſtroke over or under his bat, or upon his hands (but not wriſts) is held before it touches the ground, though it be hugged to the body of the catcher:

Or if, in ſtriking, both his feet are over the popping-creaſe, and his wicket is put down, except his bat is grounded within it:

Or if he runs out of his ground to hinder a catch:

Or if a ball is ſtruck up, and he wilfully ſtrikes it again:

Or if, in running a notch, the wicket is ſtruck down by a throw, or with the ball in hand,

hand, before his foot, hand, or bat is grounded over the popping-creaſe; but if the bail is off, a ſtump muſt be ſtruck out of the ground by the ball:

Or if the ſtriker touches or takes up the ball before it has lain ſtill, unleſs at the requeſt of the oppoſite party:

Or if the ſtriker puts his leg before the wicket, with a deſign to ſtop the ball, and actually prevents the ball from hitting his wicket by it.

If the players have croſſed each other, he that runs for the wicket that is put down is out; if they are not croſſed, he that has left the wicket that is put down is out.

When the ball has been in the bowler's or wicket-keeper's hands, the ſtrikers need not keep within their ground till the umpire has called *play*; but if the player goes out of his ground with an intent to run, before the ball is delivered, the bowler may put him out.

When the ball is ſtruck up in the running-ground between the wickets, it is lawful for the ſtrikers to hinder its being catched: but they muſt neither ſtrike at, nor touch the ball with their hands.

If the ball is ſtruck up, the ſtriker may guard his wicket either with his bat or his body.

In ſingle-wicket matches, if the ſtriker moves out of his ground to ſtrike at the ball, he ſhall be allowed no notch for ſuch ſtroke.

The

The wicket-keeper ſhall ſtand at a reaſonable diſtance behind the wicket, and ſhall not move till the ball is out of the bowler's hand, and ſhall not, by any noiſe, incommode the ſtriker; and if his hands, knees, foot, or head, be over or before the wicket, though the ball hit it, it ſhall not be out.

The umpires ſhall allow two minutes for each man to come in, and fifteen minutes between each innings. When the umpires ſhall call *play*, the party refuſing to play ſhall loſe the match.

They are the ſole judges of fair and unfair play, and all diſputes ſhall be determined by them.

When a ſtriker is hurt, they are to allow another to come in, and the perſon hurt ſhall have his hands in any part of that innings.

They are not to order a player out, unleſs appealed to by the adverſaries.

But if the bowler's foot is not behind the bowling-creaſe, and within the return-creaſe, when he delivers the ball, the umpire, unaſked, muſt call *no ball*.

If the ſtriker run a ſhort notch, the umpire muſt call *no notch*.

BETS.

IF the notches of one player are laid againſt another, the bet depends on both innings, unleſs otherwiſe ſpecified.

If

If one party beats the other in one innings, the notches in the firſt innings ſhall determine the bet.

But if the other party goes in a ſecond time, then the bet muſt be determined by the numbers on the ſcore.

THE GAME OF TENNIS.

A TENNIS-COURT is uſually ninety-ſix or ninety-ſeven feet long, by thirty-three or four in breadth. A net hangs acroſs the middle, over which the ball muſt be ſtruck, to make any ſtroke good. At the entrance of a tennis-court there is a long covered paſſage before you go into the dedans, the place where ſpectators uſually are; into which, whenever a ball is played, it counts for a certain ſtroke. This long paſſage is divided into different departments, which are called galleries, *viz.* from the line towards the dedans, is the firſt gallery; door, ſecond gallery, and the laſt gallery; which is called the ſervice-ſide. From the dedans to the laſt gallery are the figures 1, 2, 3, 4, 5, 6, each at a yard diſtance, marking the chaces, one of

of the moſt eſſential parts of this game. On the other ſide the line is the firſt gallery; door, ſecond gallery, and laſt gallery, which is called the hazard-ſide: every ball played into the laſt gallery on this ſide tells for a certain ſtroke, the ſame as into the dedans. Between the ſecond and this laſt gallery are the figures 1, 2, marking the chaces on the hazard-ſide. Over this long gallery is the pent-houſe, on which the ball is played from the ſervice-ſide to begin a ſet of tennis, and if the player fails ſtriking the ball (ſo as to rebound from the pent-houſe) over a certain line on the ſervice-ſide, it is reckoned a fault; two of them are counted for a ſtroke. If the ball paſſes round the pent-houſe, on the oppoſite ſide of the court, and falls beyond a particular deſcribed line, it is called paſſe, goes for nothing, and the player is to ſerve again.

On the right-hand of the court from the dedans, a part of the wall projects more than the reſt, in order to make a variety in the ſtroke, and render it more difficult to be returned by the adverſary, and is called the tambour: the grill is the laſt thing on the right-hand, wherein if the ball is ſtruck, it is reckoned 15, or a certain ſtroke.

A ſet of tennis conſiſts of ſix games, but if what is called an advantage ſet is played, two ſucceſſive games above five games muſt be won

won to decide; or, in caſe it ſhould be ſix games all, two games muſt ſtill be won on one ſide to conclude the ſet.

When the player gives his ſervice, in order to begin the ſet, his adverſary is ſuppoſed to return the ball, whenever it falls after the firſt rebound, untouched; for example, if at the figure 1, the chace is called at a yard, that is to ſay, at a yard from the dedans; this chace remains till a ſecond ſervice is given, and if the player on the ſervice-ſide lets the ball go after his adverſary returns it, and if the ball falls on or between any one of theſe figures, they muſt change ſides, for he will be then on the hazard-ſide to play for the firſt chace, which if he wins by ſtriking the ball ſo as to fall, after its firſt rebound, nearer to the dedans than the figure 1, without his adverſary's being able to return it from its firſt rebound, he wins a ſtroke, and then proceeds in like manner to win a ſecond ſtroke, &c. If a ball falls on a line with the firſt gallery, door, ſecond gallery, or laſt gallery, the chace is likewiſe called at ſuch or ſuch a place, naming the gallery, &c. When it is juſt put over the line, it is called a chace at the line. If the player on the ſervice-ſide returns a ball with ſuch force as to ſtrike the wall on the hazard-ſide, ſo as to rebound, after the firſt hop, over the line, it is alſo called a chace at the line.

The

The chaces on the hazard-ſide proceed from the ball being returned either too hard, or not hard enough, ſo that the ball, after its firſt rebound, falls on this ſide the line which deſcribes the hazard-ſide chaces, in which caſe it is a chace at 1, 2, &c. provided there is no chace depending, and according to the ſpot where it exactly falls. When they change ſides, the player, in order to win this chace muſt put the ball over the line, any where, ſo that his adverſary does not return it. When there is no chace on the hazard-ſide, all balls put over the line from the ſervice-ſide, without being returned, reckon.

The game, inſtead of being marked one, two, three, four, is called for the firſt ſtroke, *fifteen*; for the ſecond, *thirty*; for the third, *forty*; and for the fourth, *game*, unleſs the players get four ſtrokes each; then, inſtead of calling it *forty all*, it is called *deuce*, after which, as ſoon as any ſtroke is got, it is called *advantage*, and in caſe the ſtrokes become equal again, *deuce* again; till one or the other gets two ſtrokes following, to win the game.

The odds at this game are very uncertain, on account of the chances: and various methods of giving odds have been uſed to render a match equal.

A *biſque* is the loweſt odds given (except choice of the ſide,) and is the liberty of ſcoring a ſtroke whenever the player, who

receives the advantage, chooſes; for example, let a game be forty to thirty, he who is forty by taking the *biſque* becomes game.

Fifteen is a ſtroke given at the beginning of a game.

Half thirty, is *fifteen* given the firſt game, and *thirty* the ſecond; and ſo on to the whole *thirty*, *forty*, &c.

Half-court, is confining the player to play into the adverſary's half-court, and is of great advantage to the adverſary.

Touch no wall, is another great advantage given to the adverſary.

Round ſervice, is ſerving the ball round the pent-houſe.

Barring the hazards, is not reckoning the dedans, tambour, grill, or the loſt gallery, or the hazard-ſide, *&c. &c.*

The odds generally laid, making allowance for particular circumſtances, are as follows:

The firſt ſtroke being won between even players, that is, 15 love, the odds are,

Of the ſingle game	——	7	to 4
Thirty love	— ——	4	to 1
Forty love	— —	8	to 1
Thirty fifteen	— ——	2	to 1
Forty fifteen	—— ——	5	to 1
Forty thirty	—— ——	3	to 1

The odds of a four game ſet, when the firſt game is won, are —— 7 to 4

When

When two games love — 4 to 1
Three games love — — 8 to 1
When two games to one — 2 to 1
Three games to one —— 5 to 1
The odds of a ſix game ſet, when the firſt game is won, are — 3 to 2
When two games love —— 2 to 1
Three games love —— 4 to 1
Four games love — — 10 to 1
Five games love — — 21 to 1
When two games to one —— 8 to 5
Three games to one —— 5 to 2
Four games to one —— 5 to 1
Five games to one — — 15 to 1
When three games to two —— 7 to 4
Four games to two —— 4 to 1
Five games to two —— 10 to 1
When four games to three — 2 to 1
Five games to three —— 5 to 1
The odds of an advantage ſet, when the firſt game is won, are —— 5 to 4
When two games love —— 7 to 4
Three games love —— 3 to 1
Four games love —— 5 to 1
Five games love —— 15 to 1
When two games to one — 4 to 3
Three games to one —— 2 to 1
Four games to one —— 7 to 2
Five games to one —— 10 to 1
When three games to two — 3 to 2
Four games to two —— 3 to 1

Five games to two	——	8 to 1
When four games to three	—	8 to 5
Five games to three	—	3 to 1
When five games to four	——	2 to 1
When ſix games to five	—	5 to 2

THE GAME OF GOFF, OR GOLF.

THIS game is the favourite amuſement in Scotland in the ſummer, it is played with clubs and balls.

Of the clubs, there are ſix ſorts uſed by proficients: *viz.* the *common club*, when the ball lies on the ground; the *ſcraper* and *half ſcraper*, when in long graſs; the *ſpoon*, when in a hollow; the *heavy iron club*, when it lies deep among the ſtones or mud; and the *light iron club*, when on the ſurface of chingle or ſandy ground. All theſe clubs are taper at the part that ſtrikes the ball; they are alſo faced with horn, and loaded with lead.

The balls are conſiderably ſmaller than thoſe uſed at cricket, but much harder.—They are made of horſe leather, ſtuffed with feathers, in a peculiar manner, and boiled.

The

The ground may be circular, triangular, or a ſemicircle. The number of holes are not limited; that always depends on what the length of the ground will admit. The general diſtance between one hole and another is about a quarter of a mile, which commences and terminates every game; and the party who gets their ball in by the feweſt number of ſtrokes are the victors.

Two, four, ſix, eight, or as many as chuſe, may play together; but what is called the good game never exceeds four; that number being allowed to afford beſt diverſion, and not ſo liable to confuſion as ſix, eight, ten, or twelve might be.

The more riſing or uneven the ground, requires the greater nicety or ſkill in the players; on which account, it is always given the preference to by proficients.

Light balls are uſed when playing with the wind, and heavy ones againſt it.

At the beginning of each game the ball is allowed to be elevated to whatever height the player chuſes, for the convenience of ſtriking; but not afterwards. This is done by means of ſand or clay, called a *teeing*.

The balls which are played off at the beginning of the game muſt not be changed until the next hole is won, even if they ſhould happen to burſt.

When a ball happens to be loſt, that hole is loſt to the party.

If a ball ſhould be accidentally ſtopped, the player is allowed to take his ſtroke again.

Suppoſe four are to play the game, *A* and *B* againſt *C* and *D*, each party having a ball, they proceed thus:

A ſtrikes off firſt—*C* next; but, perhaps, does not drive his ball above half the diſtance *A* did, on which account *D*, his partner, next ſtrikes it, which is called *one more*, to get it as forward as that of their antagoniſts, or as much beyond it as poſſible: if this is done, then *B* ſtrikes *A*'s ball, which is called playing *the like*, or equal, of their opponents. But if *C* and *D*, by their ball being in an awkward ſituation, ſhould not be able, by playing *one more*, to get it as forward as *A*'s, they are to play, in turn, *two*, *three*, or as many more, until that is accompliſhed, before *B* ſtrikes his partner's ball: which he calls *one to two*, or *one to three*, or as many ſtrokes as they required to get to the ſame diſtance as *A* did by his once playing. The ball is ſtruck alternately, if the parties are equal, or nearly ſo.

THE GAME OF FARO.

THIS game may be played by any number of perſons, and each player, or *punter*, as he is termed, is furniſhed with a ſuit of cards, denominated a *livret*, and four other cards, which are called *figures*—viz. the firſt is a plain card, with a blue croſs, and is called the little figure, and deſignates the ace, deuce, and three. The ſecond is a yellow card, and anſwers for the four, five, and ſix. The third is a plain card, with a black lozenge in the centre; it is termed the great figure, and deſignates the ſeven, eight, nine, and ten. The fourth is a red card, and anſwers for the king, queen and knave.

N. B. The game may be played without theſe figures, as every punter has a ſuit of cards; but they are convenient for thoſe who wiſh to PUNT, *or ſtake upon ſeveral cards at a time.*

The money placed on the cards by the punter is anſwered by a banker, who limits the ſums to be played for according to the magnitude of his bank. At public tables, the banker, according to the number of pun-

punters, has two, three, or more, aſſiſtants, called *croupiers*, whoſe buſineſs is to watch the games of the ſeveral punters.

The Mode of dealing deſcribed, with other Particulars of the Game.

THE dealer, who is generally the banker, ſhould be ſeated at ſuch a part of the table where he can beſt obſerve the games of the ſeveral punters. He then takes an entire pack of cards, which he ſhould invariably count, leſt there ſhould be one card more or leſs than fifty-two: in ſuch caſe, the dealer loſes his deal, and the bank muſt then pay every ſtake depending on the cards of the different punters.

The cards being counted, he muſt ſhuffle and mix them well, as no one but the dealer, or one of the bankers, is ſuffered to touch the cards, except to cut them, which is generally done by one of the punters.

After the cards are cut, the dealer ſhows the bottom card to the company, and leaves one of the ſame ſort turned up on the table, (which card is called *hockley*, and is for the bank) that every one may know what card is at the bottom, without aſking the dealer. The punters having made their game, the dealer

dealer announces that he is about to begin his deal, by ſaying—Play.

He then proceeds to turn the cards up from the top of the pack, one by one, laying the firſt card on his right-hand, the ſecond on his left; and ſo on, till he has turned up every card in the pack, laying 26 on one ſide and 26 on the other ſide; he muſt alſo ſpecify the cards he turns up, as thus—ace, queen, &c.—The firſt card, and which is placed on the right ſide, is for the bank: the ſecond, which is placed on the left ſide, is for the punters, and ſo on alternately, until the whole pack is dealt out, ſtopping at the end of every ſecond card, to obſerve if an event has taken place; in that caſe, to receive or pay, and to give the punters an opportunity of making their games.

If the punter wins upon his card, and does not chuſe to receive his money from the bank, but wiſhes to proceed on with his game, he makes a *pay* or a *parolet*; the firſt is by doubling his card, and leaving his ſtake on it, which if he wins a ſecond time, entitles him to receive double the amount of his ſtake: and if he loſes upon the ſecond event, he ſaves his ſtake, having only loſt what he had won upon the firſt event.

If having won a ſecond, he chuſes to proceed, he doubles another card, and places the

the card he plays on at the head of his double pay, and ſo on, as often as an event in his favour takes place, ſtill continuing to ſave his original ſtake. If he loſes, with the right to change his card, after every event, or even without an event, it is never refuſed, by aſking leave of the dealer.

The *parolet* is made by cocking one corner of your card, and if you win the ſecond time, entitles you to three times the amount of your ſtake; but, by the ſame rule, if you loſe, you not only loſe what you had won upon the firſt event, but your ſtake likewiſe: it frequently happens, after making a parolet, and the events prove in favour of the punter, in order to ſave his ſtake upon the next event, he makes a pay parolet, which is by doubling his card as before, after he has made his firſt cock, and which if he wins entitles him to ſix times the amount of his ſtake; but if the ſtake is no object, he makes a ſecond cock on his card, inſtead of doubling it, and which, if he wins, entitles him to receive ſeven times the amount of his ſtake, and is called a *ſept leva:* if he wins a third time, and chuſes to proceed, he either makes a pay to his ſept leva, or puts a third cock on his card, which is called a *quinze leva*, and which, if he wins, entitles him to fifteen times the amount of his ſtake, and ſo on, as often as an

an event in favour of the punter takes place, and he continues his game without receiving from the bank the amount of his winnings, as they ariſe. Doubling every time the amount of what he was entitled to receive upon the laſt event, beſides including his ſtake at his own option, either to make a pay upon his parolets, or add another cock to his card, which is called a *trente leva*; which entitles him to receive thirty-one times the amount of his ſtake. If after this, they continue fortunate, it very ſeldom happens they make a fifth cock, but this has been done by cutting the card in the ſide, and making a cock from that part of the card; but in general, thoſe who play ſo bold as to venture to the fourth cock, and are fortunate enough to win upon that event, double their card with the four cocks, which will entitle them, if they win, to receive ſixty-two times the amount of their ſtake, with this reſerve, in caſe they loſe, they ſave their ſtake.

The dealer ſhould be particularly attentive to the punters, that they, by miſtake, do not double or cock a card when they are not entitled, as it is conſiderably againſt the bank.

The dealer ſhould be extremely careful to hold the cards cloſe and tight in his hand; as a perſon, with a keen eye, by placing him-

himſelf on the right-hand of the dealer, may diſcover the cards going to be turned, and make his game accordingly.

The dealer ſhould always be ready to anſwer how many cards remain to be dealt, when aſked by any of the punters, that they may know how to proceed, as it is conſiderably againſt them to make a freſh game, a pay, or a parolet, when the cards are nearly out.

When only eight cards are remaining, it is 5 to 3 in favour of the bank.

When only ſix cards, it is — 2 to 1

When only four ditto — 3 to 1

in favour of the bank.

N. B. When the left-hand card turned up is like that on the right, as two kings, or two queens, &c. it is called a *doublet*; and the punter loſes half his ſtake. This is greatly in favour of the bank.

When this happens with a card on which a punter has made a paroli, he muſt take it down, but does not loſe his ſtake. When there are more parolis than one, the punter is to take down but one corner of his card.

A TA-

A TABLE *of* ODDS.

That the punter does not win his first ſtake, is	—	an equal bet.
That he does not win twice following, is	—	3 to 1
Three following times, is	—	7 to 1
Four ditto, is	—	15 to 1
Five ditto, is	—	31 to 1
Six ditto, is	—	63 to 1

THE GAME OF HAZARD.

THIS game is played with a pair of dice, and by any number of perſons. The firſt throw of the perſon taking the box is a chance for the company, denominated *a main*, which muſt be above *four*, and not exceeding *nine*. If the firſt throw is not any of the intermediate numbers—that is, five, ſix, ſeven, eight, or nine, he muſt throw again, until one of them is produced; he then throws for his own chance, which muſt be above *three*, and not exceeding *ten*; for if he throws *two aces*, or *deuce-ace*, which are called *crabs*, the thrower, or the

caſter, as he is termed, loſes his ſtakes, let the *main* be what it may.

The main and chance thrown, the caſter muſt continue throwing until one or the other is produced.

N. B. If the *main* ſhould be ſeven, and the *caſter* ſhould *nick* it, that is, by throwing ſeven or eleven immediately after, he wins the ſtakes.

Obſerve, eleven is *crabs* to every other *main* but ſeven, and by throwing which the *caſter* loſes.

Should eight be the *main*, and the caſter throw eight, or twelve, immediately after, it is a *nick*, and he wins the ſtakes: the ſame, if ſix is the *main*, and ſix or twelve, the ſucceeding throw.

Obſerve, twelve is *crabs* to every other *main* but ſix or eight.

To five and nine there is no *nick*, but five or nine.

LAWS *of the Game of* HAZARD, *as played at* BROOKES'S, *and every other Subſcription Club.*

ANY perſon *ſetting* the caſter, that is, betting with him, muſt put the ſtakes within a circle deſcribed on the table for that purpoſe.

The

The *caſter* loſes, or wins, (according to the event of the throw) every ſum of money placed by the different players within the circle, unleſs he ſpecifies whoſe money he is at, by touching it with the box, or mentioning the party's name.

If the ſetter, before main or chance is thrown, calls the caſter, to *cover*, that is, to put down an equal ſum to what he has ſtaked, the caſter muſt comply, or the betts are void. But when main and chance are thrown, although the caſter may continue throwing, he neither wins or loſes his ſtakes, until he covers.

No ſetter can call to cover, if one of the dice is ſeen.

Any ſetter may bar a throw, provided neither of the dice is ſeen. The caſter alſo may bar his throws.

If a main is thrown, and any player calls for new, or other dice, the caſter muſt take them and throw another main; but if both main and chance are thrown, the dice cannot be changed.

When one die is thrown, the other may be barred, by either caſter or ſetters; but the die firſt thrown muſt not be returned to the box until the other is thrown.

N. B. Theſe are the laws generally obſerved at every table. There are, however,

ſome other particulars, which are regulated according to the cuſtom of the table.

A TABLE *of* ODDS, *with* OBSERVATIONS

5 the main, & 4 the chance, is 4 to 3 againſt the caſter
5 —— —, & 6 —— ——, is 5 to 4 for ditto.
5 ——, & 7 ——, is 3 to 2 ditto.
5 ——, & 8 ——, is 5 to 4 ditto.
5 ——, & 9 ——, is equal betting.
5 ——, & 10 ——, is 4 to 3 againſt the caſter.
6 ——, & 4 ——, is 5 to 3 ditto.
6 ——, & 7 ——, is 6 to 5 for ditto.
6 ——, & 8 ——, is equal betting.
6 ——, & 9 ——, is 5 to 4 againſt the caſter.
6 ——, & 10 ——, is 5 to 3 ditto.
7 ——, & 4 ——, is 2 to 1 ditto.
7 ——, & 8 ——, is 6 to 5 ditto.
7 ——, & 9 ——, is 3 to 2 ditto.
7 ——, & 10 ——, is 2 to 1 ditto.
8 ——, & 4 ——, is 5 to 3 ditto.
8 ——, & 9 ——, is 5 to 4 ditto.
8 ——, & 10 ——, is 5 to 3 ditto.
9 ——, & 4 ——, is 5 to 4 ditto.
9 ——, & 10 ——, is 5 to 4 ditto.

That the caſter does not nick 5 is — 8 to 1
—— 6 or 8 is 5 to 1
—— 7 is — 7 to 2
—— 9 is — 8 to 1

Any perſon perfectly maſter of theſe odds may play the game of hazard with almoſt a certainty of winning. Thus—ſuppoſe 7 to be

be the main, and 4 the chance, if you have 5l. on the main, you, by taking 6l. to 3l. you muſt either win 1l. or 2l. let the main or chance come off.

Again—Suppoſe 9 the main, and 7 the chance, and you have 3l. on the main, you, by taking 3l. to 2l. may win 1l. but not loſe any thing.

By underſtanding the odds clearly, you may, at all times, ſave loſing your betts, by laying the odds againſt yourſelf.

THE GAME OF ROUGE ET NOIR.

THE title of this game implies red and black, and derives its name from the table on which it is played, being covered with a red and black cloth, as marked in the table

The TABLE.

	Rouge | Noir	
	Rouge | Noir	
	Rouge | Noir	
Dealer.		Croupier.
	Noir | Rouge	
	Noir | Rouge	
	Noir | Rouge	

Any number of perſons may play. They are called *punters*, and may ſtake their money on which colour they pleaſe. The ſtakes are to be placed in the upper or firſt line.

The Mode of playing, dealing, and other Particulars of the Game, with Obſervations.

THE dealer being ſeated oppoſite the croupier, as marked in the table, he takes

ſix packs of cards, ſhuffles them, and diſtributes them in various parcels to the different punters round the table, to ſhuffle and mix: he then finally ſhuffles them, and removes the end cards into various parts of the three hundred and twelve cards, until he meets with a pictured card, which he muſt place upright at the end. This done, he preſents the pack to one of the punters, to cut, who places the pictured card where the dealer ſeparates the pack, and that part of the pack beyond the pictured card, he places at the end neareſt him, leaving the pictured card by which the punter had cut at the bottom of the pack.

Theſe preliminaries being adjuſted, the dealer takes a certain quantity of cards, about the number of a uſual pack, and looking at the firſt card, to know its colour, puts it on the table with its face downwards; he then takes two cards, one red and the other black, and ſets them back to back: theſe cards are turned, and placed conſpicuouſly as often as the colour varies in each ſucceſſive event, for the information of the company.

The punters having ſtaked their money on either of the colours, the dealer ſays—*Votre jeu eſt-il fait?* Is your game made? or, *Votre jeu eſt-il pret?* Is your game ready? or, *Le jeu eſt pret, Meſſieurs.* The game

game is ready, gentlemen. He then deals the firſt card, with its face upwards, ſaying, *Noir*, and continues dealing, until the cards turned exceed thirty points in number, which he muſt mention as *trente et un*, or whatever it may be.

The ace reckoning but for one, no card after thirty can make up forty; the dealer, therefore, does not declare the tens after thirty-one, or upwards, but merely the units, as, two, three, &c. but always in the French language, as thus: if the number points on the cards dealt for *noir* are thirty-five, he ſays—*cinq*, or five.

Another parcel is then dealt for *rouge*; and if the punters ſtakes are on the colour that comes to thirty-one, or neareſt to it, they win, which the dealer announces, as, *rouge gagne*, red wins, or *noir gagne*, black wins.

The ſame number of points being dealt for each colour, the dealer ſays, *apres*, after. This is a doublet, or *un refait*, by which neither party wins, unleſs both colours are thirty-one, which the dealer announces, by ſaying, *un refait trente et un*, and he wins half of the ſtakes punted on both colours. He, however, ſeldom takes the money, but removes it into the middle line, on which colour the punters pleaſe: this is called, the firſt priſon, or *la premiere pri-*

priſon; and if they win the next event, they draw their whole ſtake. In caſe of a ſecond doublet, the money is removed into the third line, which is called the ſecond priſon, or *la ſeconde priſon*. When this happens, the dealer wins three quarters of the money punted; and if the punters win the next event, their ſtakes are removed to the firſt priſon.

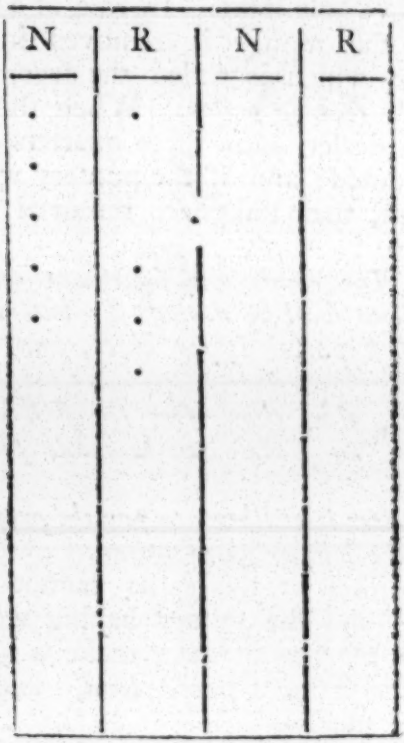
N. B. *The cards are ſometimes cut, for which colour ſhall be dealt firſt: but in general the firſt parcel is for black, and the ſecond red.*

Obſerve, alſo, that after the firſt card is turned up, no ſtakes can be made for that event.

The punter is at liberty to pay the proportion of his ſtake loſt, or go to priſon.

The banker at this game cannot refuſe any ſtake, and the punter having won his firſt ſtake, may, as at faro, make a parolet, and purſue it to a *trente leva*, and further, if he pleaſes.

In order to recollect the number of times a colour may win ſucceſſively, the punters generally have a piece of paper, or a card, marked as follows:



which they prick through with a pin, and, in caſe of a doublet, they run the pin through the line.

The odds of winning ſeveral following times are the ſame as at Faro. Vide Table of *Odds*.

FINIS.